

Cthulhu Cult,

**The accursed
writings of that
dreaded cult and its
ungodly practices
whereby the Old
Ones may be
stirred...**

**Venger Satanis
Cult of Cthulhu High Priest**

Cthulhu Cult is the bible for the religious, philosophical, and magical organization: the Cult of Cthulhu.

Be forewarned, this tome gets into the more treacherous areas of reality, consciousness, belief, and sorcery.

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Invaluable thanks are given to:

H.P. Lovecraft, Anton Szandor LaVey, Gurdjieff, Ouspensky, Aleister Crowley, Friedrich Nietzsche, Thomas Ligotti, Phil Hine, John J. Coughlin, my parents, girlfriend, and all the Cthulhu Cultists for which this bible was written...

Contents

| | |
|--------------------------------|----------|
| I. The Beginning | page 16 |
| II. Reality | page 49 |
| III. Unification | page 56 |
| IV. Asleep | page 60 |
| V. Laws | page 65 |
| VI. Lovecraft | page 71 |
| VII. Man, Subjectivity | page 74 |
| VIII. Chaos | page 78 |
| IX. Aeon of Cthulhu | page 80 |
| X. Theories, Fanatics | page 84 |
| XI. Awakening | page 91 |
| XII. Pleasure | page 96 |
| XIII. Spiritual Politics | page 100 |
| XIV. Magic | page 103 |
| XV. The Cult of Cthulhu | page 118 |
| XVI. SoDOS | page 124 |
| XVII. Angles | page 135 |
| XVIII. The End | page 164 |

**We must be the darkness we wish to
see in the world.**

The Cult of Cthulhu shall never die. Its untenable spirit, unearthly and ichorous, is spreading far and wide through the Matrix-esque reality program that we are immersed in. As you read these words, try to wake up from the illusions surrounding you.

This book is our manifesto, our truth, our bible! *Cthulhu Cult* is the integration of H.P. Lovecraft's Cthulhu Mythos, Satanism, Chaos Magic, the Fourth Way, and other Left Hand Path traditions. It is also the fruition of my special plan: to see this world's flaws, to understand why they exist, and then finally... to overcome them!

Years ago, I knew that humanity was on the wrong track, and this horrid green tome corrects the mistake of man... before us rushes a new flood of reason. When the Old Ones return, this world shall drown before Their might.

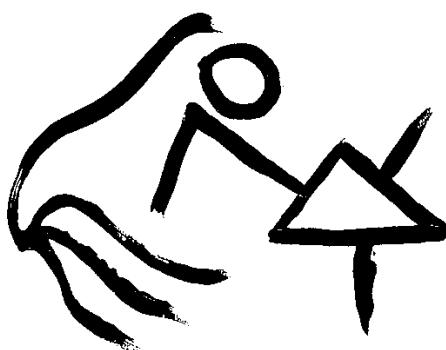
The ordinary, everyday reality we believe in does not exist. Many human beings already sense this truth, but only the most blasphemous of Black Magicians can use it to their advantage. *Cthulhu Cult* reveals this loathsome knowledge to any and all who wish to absorb our cryptic, blasphemous truth.

Venger Satanis
Cult of Cthulhu High Priest

www.CultofCthulhu.net

Handwritten Demonic alphabet of the South American Ith'ith tribe that worships Tsathoggua. The symbols are arranged in four rows of five characters each.

| | | | | |
|---|---|---|---|---|
| ꝑ | Ꝓ | ꝓ | Ꝕ | ꝕ |
| ꝑ | Ꝓ | ꝓ | Ꝕ | ꝕ |
| ꝑ | Ꝓ | ꝓ | Ꝕ | ꝕ |
| ꝑ | Ꝓ | ꝓ | Ꝕ | ꝕ |



Demonic alphabet of the South American Ith'ith tribe that worships Tsathoggua.

Prologue

"Trent stood at the edge of the rip, stared into the illimitable gulf of the unknown... the stygian world yawning blackly beyond. Trent's eyes refused to close. He did not shriek, but the hideous, unholy abominations shrieked for him. As in the same second he saw them spill and tumble upward out of an enormous, carrion black pit choked with the gleaming white bones of countless unhallowed centuries; he began to back away from the rip as the army of unspeakable figures twilit by the glow from the bottomless pit came pouring at him towards our world."

In the Mouth of Madness by Sutter Cain

How does one explain the unexplainable? H.P. Lovecraft struggled with this issue as do we all. So many of us recognize a certain truth; we interpret the advanced symbol structures of language, art, and music. Our minds piece this unknown and unknowable reality together in the same way... as if we all existed in the same dream. We understand what can never be fully understood because the end product, the meaning of it all, is encoded in our consciousness.

Human beings, as life-forms on earth, are unique because we were spawned from Demon Gods beyond the stars. Our blood, our demonic blood gives us unlimited potential! The answers to life's questions have been programmed into every slice of existence, but we cannot see it on the surface of things. It is buried underneath. All things live

below their appearance. And this is a holographic world...

The Cult of Cthulhu is where dreamers worship and artists evoke; where unfathomable tentacles protrude into fragile souls, and black monoliths tower over mankind. There are places which surpass any logic; where entities drip ichorous bile from their reptilian flesh as eldritch green opalescent hues dance and murder on the cavern walls of our soul. When it comes to harnessing the Satanic lore within our consciousness, we are mere woefully underdeveloped ape-men. All men are asleep, and knowing this brings us one step closer to Awakening!

Lovecraft's vision is ours. Ancient and powerful beings once ruled this dimension, but their influence vanished from the earth many aeons ago. However, subtle impressions still wait inside mankind, always on the threshold of being discovered. These dormant energies allow us to occasionally break down the barriers in our mind and in reality. These rare vestiges are humanity's only hope for both earthly power and spiritual salvation. When the Cult of Cthulhu has saturated the land, the Old Ones will return!

Forward

It has become increasingly clear to me that High Priest Venger Satanis is possessed of the Devil. That is, the founder of this Eldritch Empire knows things that are forbidden to man, things obtainable only by infernal means. He is in contact with a Higher Intelligence, and It speaks through him. He is THE WAY.

I have personally seen the Slimy Green Pope plunge into the aether and yank demons out of their foul abyss. I've seen him smite his enemies with an ominous gesture. And I've also witnessed him climb the inverted qlippothic tree of knowledge whereupon he nourished his followers with the black fruit of IL YOTH SZOTTO.

For worshiping monsters, he has become a monster. His Cthulhu Cult shall drink deep from the malefic grail. Praise be to Venger Satanis! I am honored to know him as a friend as well as the thrice great eye of the pyramid.

Harlequin Shaitan
Herald of the Old Gods

Introduction

“Don’t you know that the Old Ones are imaginary, created by an early 20th century author who only believed in science and materialism?”

I hear this every once in awhile. Yes, I say. Yes, I know that is the popular version of things... that it is difficult to believe that my personal Gods come from 1920’s horror stories. But they do. My concept of reality is strange to most... unacceptable even; unbelievable, in fact. This is not reality, they cry!

Little do they know... There is no reality. What the human mind calls reality does not exist. I admit that most people can live quite comfortably inside a paradigm called Generally Accepted Reality. But for me personally, I could never do that. I have to change things. Reality is mine to shape and mold, and this power is not mine alone. Anyone can unlock the secrets of the universe if they want to.

I have scrawled the inverted Elder Sign in blood while chanting the unspeakable hymns of another world. The christian God is dead, logic is dead, science is dead, materialism is dead, mathematics is dead, and the concrete of reality is dead. All that is left is a nebulous realm of creativity, potential, and distant borders waiting to be crossed.

What prevents us from totally rejecting realism? What makes imaginary Gods any less potent than “real ones”? Why should anything tangible in this world be taken more seriously than a bizarre and gruesome dream? The an-

swer to those questions would have to be threefold: inertia, ignorance, and fear. We live as we do because we've always lived that way. We don't know that this world is hostile to our existence because illusions constantly surround us. If there is something behind the dream, then what could it be? What might lurk within such alien black unknowable realms?

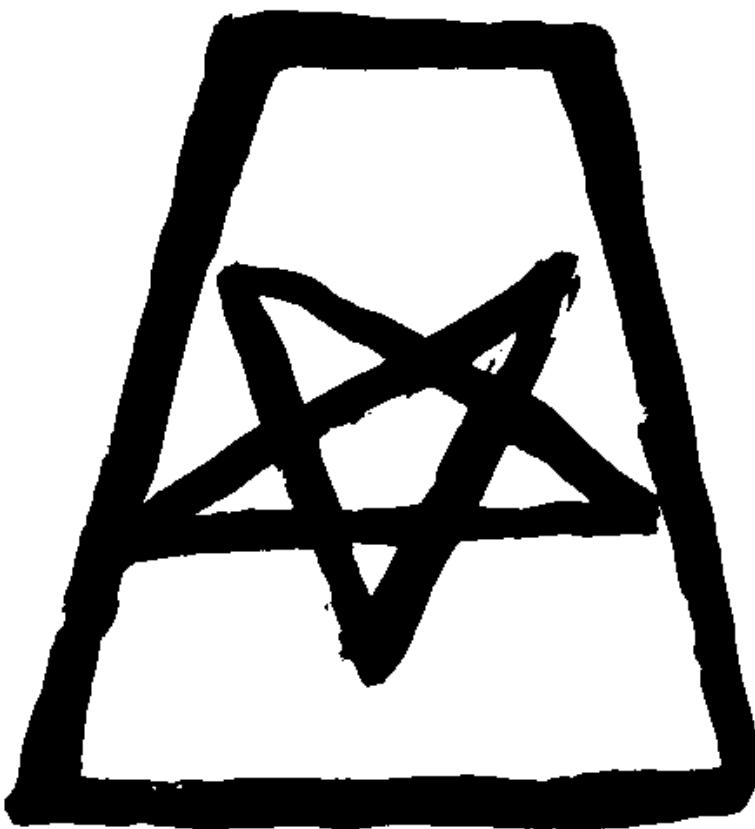
All of us live in a terrible hallucination. Every man, woman, and child is locked in the paradigm of what they assume is real... and it's a grey little prison.

To my detractors, I say this... please allow me to stretch my tentacles. Please do me the courtesy of believing as I wish. Please disabuse yourself of the notion that you are awake, conscious, and cognizant of the whole situation. Long ago, I chose to believe in Cthulhu, Satan, Nyarlathotep, Yog Sothoth, and the Tsalal. I chose to walk the road of madness. My belief gives these gelatinous, winged, blasphemous, and sickeningly undulant fiends power. I don't accept consensus reality. Ideas such as dualism: the clear and clean distinction between this and that, one thing and another, real and imaginary... are as repugnant to me as the meaningless lives we are all expected to endure.

Yes, I have a good sized ego and sometimes I can be unpleasant; however, that doesn't mean I'm not also the surreptitious, starry savior of all mankind. Spear-heading an antediluvian religious movement takes struggle, dedication, and spiritual foundation. The Cult of Cthulhu is important to me because it unveils the actual, hideous truth... it shows the world as it could be!

The Cult of Cthulhu is founded upon what I believe, and my beliefs are built upon an elder wisdom. I didn't create this teaching from nothing; I pieced it together using my own faculties combined with impressions from Higher Minds and Hidden Masters... from the Great Old Ones Themselves! They manifest through me, Venger Satanis the Cult of Cthulhu High Priest. I am Their brother, friend, and disciple. In exchange, the Dark Gods have granted me tremendous power.

Barriers are corroding. Rifts are opening. Gateways have just been breached. Cthulhu stirs from His death-like sleep and we, His children, must also Awake!



Satanism within the Cthulhu Paradigm

I.

In the Beginning

Untold aeons ago, Ancient Things from beyond the known universe stalked our world. These were the loathsome Devil Gods from another dimension, a place where the inky depths of space glittered like freshly gutted entrails... a dark crimson gore strewn over the croaks and wails of hideous destiny. Such blasphemous fiends were deathless in the pursuit of glory and indulgence. All whom They encountered bowed before the ferocious might of the Old Ones. Everything disruptive to Their quest for charnel, black wisdom was annihilated. The ultimate prize was True Understanding... knowledge of the forbidden.

These ghoulish secrets are now ours. With the change of spheres, mankind now has the chance to walk in Their footprints. Where the Old Ones tread in the reckless twilight of infernal arcana, we may follow. This entire illusion, our whole world, is a pale reflection of a hidden reality. Corpulent, rotting dreams stretch out farther than infinity and are guided by a foul devotion. These dreams are stronger than the Matrix-like prison that we pretend to believe in. Our Gods in exile, our destiny obscured... how can we accept a universe where entropy is the rule?

The Old Ones were banished for Their participation in cataclysmic rites. During these depraved ceremonies, beings of goodness and light (the Lesser Gods) were chained to spectral stones and gleefully whipped with spiked chains. The blood from these benevolent creatures poured into the cosmos and created the universe that we know. Those that were left alive decided to break the Evil Ones' hold over this reality... for the Old Ones were restless, wicked, and contentious. The Lesser Gods appealed to The Source of Everything, they promised an eternity of jealously kept power that none would share. Where the Old Ones wished to live wild and free, the Lesser Gods preferred to kneel beside the ivory throne of the Source like a faithful lapdog. The Source sided with the Lesser Gods and banished the Old Ones outside.

However, those ancient, tentacled, and primordial entities did not go quietly into Their exile. The Old Ones plotted and schemed; an intangible force was secreted into the universe of man. This energy was like Old One blood, an unholy ichor that would never accept defeat nor submission. This blood was Their soul, Their power, and Their influence. Man was forever bedeviled by this darkness that would forever command him to go beyond, seek the truth, and claim his destiny.

When the Old Ones were wild and carefree, before Their exile, it was a time of endless slaughter. Those beings who tried to stop the Old Ones were slain and their blood used for bathing. The Ancients themselves did not fear being killed because Their Will was too strong... death could not hold onto Them for long. And so it follows that those on earth who practice this teaching of the Old Ones shall live

on, immortal. A Cultist's soul may be born unto new worlds.

And like the Old Ones, man indulges his insatiable appetites while killing his many foes. And with this murderous revelry, black magicians call down their monstrous fathers from Outside.

Yea, They came to earth and planted their infernal seeds. Such embryonic shreds of horrific potency have always influenced the outsider; individuals which society deems "sick", "degenerate", and "subversive". However, the outsider is the only one who can save mankind from itself. These sick individuals are the new Cthulhu Cultists, escaping their prison as they watch civilization become washed in slime from the stars.

Unfortunately, there are some pseudo-outsiders who merely resemble the real thing. These are the mindless aggressors who tear the dreamer from his true vocation. Pseudo-outsiders are the unproductive malcontents on earth. They secretly serve the universe because they make it increasingly difficult to create, contribute, and feel any sense of accomplishment.

If there are three types of people in this terrible world, then here they are:

1. The Productive (positive): those who are fruitful and wish to become more than they already are. A distinct minority.

2. The Unproductive (neutral): those who do very little or nothing at all, who are satisfied with who they are and what they've accomplished thus far. This is the majority.
3. The Anti-productive (negative): these are the false outsiders, shit-disturbers; they exist to hinder the productive few. They make up a smaller majority than the unproductive, but still a larger portion of the population than the productive.

The Great Old Ones

Who are the Old Ones? They are nightmarish divinities... monstrous, evil, primal, and alien. Their form is noxious; Their manner is tenebrous.

Oozing tentacles whip and wave into the black sky... the nighted gulfs of Their home. They are the Dark Gods who lurk behind all that we know. And yet, these entities are mere representations of something greater. Beings such as Nyarlathotep and Lucifer are real, as well as, symbolic metaphors. Both (and neither) of these states are correct simultaneously. How can something be one thing and also its antithesis? In a multi-dimensional reality, opposites synthesize, becoming a third side. It depends on the observer, just as light can be particles or a wave according to who is watching. We are participants in our own paradigm, not servants. Incongruent viewpoints are natural to the Cthulhu Cultist. This is the road of insanity!

After their interference in human evolution, the Old Ones were permanently sealed off from our dimension... or so the Lesser Gods assumed. The Elder Things wanted an offspring that could rise to Their cyclopean heights. The Old Ones saw proto-human, apelike creatures used as slaves by the universe. Their baleful influence gave us the chance to break free of our prison. The knowledge of what is good and evil rests with us, Their children. As humans reach toward the Old Ones, the Old Ones reach toward us.

At this moment They lurk on the threshold, waiting for a chance to Awaken into us. Soon They shall return... madness will become sanity, death will become life, and unspeakable horror will be commonplace.

According to conventional HPL scholars

The Great Old Ones are ancient creatures of immense power, and most are also colossal in size. They are worshiped by deranged human cults, as well as by most of the non-human races of the mythos. The Great Old Ones are currently imprisoned—a few beneath the sea, some inside the Earth, and still others in distant planetary systems (and beyond). The reason for their captivity is not known, though there are two prevailing theories:

1. They were sequestered by the Lesser Gods for committing past transgressions, or
2. They are sealed off somehow from the rest of the universe by their own volition.

According to the first theory, the Great Old Ones were once members or servants of the Elder Gods (sometimes referred to as the Lesser Gods by Cthulhu Cultists). When they committed some unknown blasphemy, they were cast out and imprisoned in various places in the universe. The Great Old Ones impatiently wait the time of their release, eager to seek retribution against their jailors.

The second theory holds that the Great Old Ones are intentionally quiescent. To account for this, it is possible that the universe experiences cosmic cycles, similar to the natural seasons which occur on earth. Just as some animals hibernate during the winter, so too must the Great Old Ones rest in a death-like sleep during the present cosmic cycle. If this is so, the Great Old Ones are currently trapped by powerful cosmic forces and must remain so until such time as "the stars are right"... the event upon which they may be released and can revel once more across the cosmos.

Dread Cthulhu

Cthulhu (other spellings: *Kutulu*, *Ktulu*, *Cthulu*, *Kthulhut*, *Thu Thu*, *Tulu*, and many others) is a fictional entity created by horror author H.P. Lovecraft. *Cthulhu* is often preceded by the epithet *Great*, *Dead*, or *Dread*.

Lovecraft transcribed the pronunciation of *Cthulhu* as "Khlûl'hloo" or "Kathooloo" S.T. Joshi points out, however, that Lovecraft gave several differing pronunciations on different occasions. According to Lovecraft, however, this is merely the closest that the human vocal apparatus can come to reproducing the syllables of an alien language.

Cthulhu debuted in Lovecraft's short story "The Call of *Cthulhu*" (1928) — though he makes minor appearances in a few of Lovecraft's other works. August Derleth used the creature's name to describe the system of lore employed by Lovecraft and his literary successors, the *Cthulhu Mythos*.

The most detailed descriptions of *Cthulhu* in "The Call of *Cthulhu*" are based on statues of the creature. One, constructed by an artist after a series of disturbing nightmares, is said to have "yielded simultaneous pictures of an octopus, a dragon, and a human caricature.... A pulpy, tentacled head surmounted a grotesque and scaly body with rudimentary wings." Another, recovered by police from a raid on a murderous cult, "represented a monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind."



When the creature finally appears in the story, it's said that the "Thing cannot be described", but it is called "the green, sticky spawn of the stars", with "flabby claws" and an "awful squid-head with writhing feelers". The phrase "a mountain walked or stumbled" gives a sense of the creature's scale.

Cthulhu is depicted as having a worldwide cult centered in Arabia, with followers in regions as far-flung as Greenland, Louisiana, and New Zealand. There are leaders of the cult "in the mountains of China" who are said to be immortal. Cthulhu is described by some of these cultists as the "great priest" of "the Great Old Ones who lived ages before there were any men, and who came to the young world out of the sky."

The cult is noted for chanting its "horrid phrase or ritual: *Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn*", which translates as "In his house at R'lyeh dead Cthulhu waits dreaming." This is often shortened to "Cthulhu fhtagn", which appears to mean "Cthulhu waits" or "Cthulhu dreams".

One cultist, known as Old Castro, provides the most elaborate information given in Lovecraft's fiction about Cthulhu. The Great Old Ones, according to Castro, had come from the stars to rule the world in ages past.

"They were not composed altogether of flesh and blood. They had shape...but that shape was not made of matter. When the stars were right, They could plunge from world to world through the sky; but when the stars were wrong, They could not live. But although They no longer lived, They would never really die. They all lay in stone houses in Their great city of R'lyeh, pre-

served by the spells of mighty Cthulhu for a glorious resurrection when the stars and the earth might once more be ready for them."

Castro points to the "much-discussed couplet" from Abdul Alhazred's Necronomicon:

*That is not dead which can eternal lie.
And with strange aeons even death may die.*

Castro explains the role of the Cthulhu Cult: When the stars have come right for the Great Old Ones, "some force from outside must serve to liberate their bodies. The spells that preserved Them intact likewise prevented them from making an initial move." At the proper time,

"the secret priests would take great Cthulhu from His tomb to revive His subjects and resume His rule of earth....Then mankind would have become as the Great Old Ones; free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy. Then the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the earth would flame with a holocaust of ecstasy and freedom."

Castro reports that the Great Old Ones are telepathic and "knew all that was occurring in the universe". They were able to communicate with the first humans by "moulding their dreams", thus establishing the Cthulhu Cult, but after R'lyeh had sunk beneath the waves, "the deep waters, full of the one primal mystery through which not even thought can pass, had cut off the spectral intercourse."

It may in truth be said that no one knows the plans of Great Cthulhu or any of the other Old Ones and Outer Gods, as their minds are as strange and twisted as their bodies.

Cthulhu makes several cameo appearances elsewhere in Lovecraft's fiction, sometimes described in ways that appear to contradict information given in "The Call of Cthulhu". For example, rather than including Cthulhu among the Great Old Ones, a quotation from the *Necronomicon* in "The Dunwich Horror" says of the Old Ones, "Great Cthulhu is Their cousin, yet can he spy Them only dimly." But different Lovecraft stories and characters use the term "Old Ones" in widely different ways.

In *At the Mountains of Madness*, for example, the Old Ones are a species of extraterrestrials, also known as Elder Things, who were at war with Cthulhu and his relatives or allies. Human explorers in Antarctica discover an ancient city of the Elder Things and puzzle out a history from sculptural records:

"With the upheaval of new land in the South Pacific tremendous events began.... Another race--a land race of beings shaped like octopi and probably corresponding to the fabulous pre-human spawn of Cthulhu--soon began filtering down from cosmic infinity and precipitated a monstrous war which for a time drove the Old Ones wholly back to the sea.... Later peace was made, and the new lands were given to the Cthulhu spawn whilst the Old Ones held the sea and the older lands.... [T]he Antarctic remained the centre of the Old Ones' civilization, and all the discoverable cities built there by the Cthulhu spawn were blotted out. Then suddenly the lands of the Pacific sank again, taking with them the frightful stone city of R'lyeh and all the cosmic

octopi, so that the Old Ones were once again supreme on the planet...."

This all seems to occur before the Permian period (about 300 million years ago), and certainly before the Jurassic period (200 million years ago), in apparent contrast to "The Call of Cthulhu", where R'lyeh sinks after the rise of humanity.

The narrator of *At the Mountains of Madness* also notes that "the Cthulhu spawn...seem to have been composed of matter more widely different from that which we know than was the substance of the Antarctic Old Ones. They were able to undergo transformations and reintegrations impossible for their adversaries, and seem therefore to have originally come from even remoter gulfs of cosmic space.... The first sources of the other beings can only be guessed at with bated breath." He notes, however, that "the Old Ones might have invented a cosmic framework to account for their occasional defeats." Other stories have the Elder Things' enemies repeat this cosmic framework.

In "The Whisperer in Darkness", for example, one character refers to "the fearful myths antedating the coming of man to the earth--the Yog-Sothoth and Cthulhu cycles--which are hinted at in the *Necronomicon*." That story suggests that Cthulhu is one of the entities worshipped by the alien Mi-Go race, and repeats the Elder Things' claim that the Mi-Go shares his unknown material composition. The story mentions in passing that some humans call the Mi-Go "the old ones".

"The Shadow Over Innsmouth" establishes that Cthulhu is also worshipped by the nonhuman creatures known as Deep Ones.

According to correspondence between Lovecraft and fellow author Clark Ashton Smith, Cthulhu's parent is the androgynous deity Nagoob. Nagoob mated with the Outer God Yog-Sothoth to bear Cthulhu on the planet Vhoorl.

Yog-Sothoth

Imagination called up the shocking form of fabulous Yog-Sothoth — only a congeries of iridescent globes, yet stupendous in its malign suggestiveness.

—H. P. Lovecraft, "The Horror in the Museum"

Yog-Sothoth is an Outer God and is coterminous with *all* time and space yet is supposedly locked outside of the universe we inhabit. Its cosmic nature is hinted at in this passage from "Through the Gates of the Silver Key" (1934) by Lovecraft and E. Hoffman Price:

It was an All-in-One and One-in-All of limitless being and self — not merely a thing of one Space-Time continuum, but allied to the ultimate animating essence of existence's whole unbounded sweep — the last, utter sweep which has no confines and which outreaches fancy and mathematics alike. It was perhaps that which certain secret cults of earth have whispered of as YOG-SOTHOTH, and which has been a deity under other names; that which the crustaceans of Yuggoth worship as the Beyond-One, and which the vaporous brains of the spiral nebulæ know by an untranslatable Sign...

Yog-Sothoth knows all and sees all. To "please" this deity could bring knowledge of many things. However, like most beings in the mythos, to see it or learn too much about it is to court disaster. Some authors state that the favour of the god requires a human sacrifice or eternal servitude.

It has been suggested that Yog-Sothoth's name may be a rough transliteration of the Arabic phrase "Yaji Ash-Shuthath," meaning "There is no peace at the gates."

"Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and where They shall break through again. He knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread."

H. P. Lovecraft, "The Dunwich Horror"

Yog-Sothoth has some connection to the mysterious *Old Ones* mentioned in "The Dunwich Horror" (1929), but their nature, their number, and their connection to Yog-Sothoth are unknown. Nonetheless, they are probably allied to him in some way, since Wilbur Whateley, the half-human son of Yog-Sothoth, tried to summon them so that they could control Wilbur's more tainted twin and make it reproduce.

In The Case of Charles Dexter Ward, its name is part of an incantation that could revive dead people:

Y'AI'NG'NGAH
YOG-SOTHOTH
H'EE-L'GEB
F'AI-TRHODOG
UAAAAAH

Azathoth

The first recorded mention of Azathoth was in a note Lovecraft wrote to himself in 1919 that read simply, "AZATHOTH--hideous name". Mythos editor Robert M. Price argues that Lovecraft could have combined the biblical names Anathoth (Jeremiah's home town) and Azazel (a desert demon to which the scapegoat was sacrificed--mentioned by Lovecraft in "The Dunwich Horror"). Price also points to the alchemical term "Azoth", which was used in the title of a book by Arthur Edward Waite, the model for the wizard Ephraim Waite in Lovecraft's "The Thing on the Doorstep".

Another note Lovecraft made to himself later in 1919 refers to an idea for a story: "A terrible pilgrimage to seek the nighted throne of the far daemon-sultan Azathoth." In a letter to Frank Belknap Long, Lovecraft ties this plot germ to *Vathek*, a novel by William Beckford about a supernatural caliph. Lovecraft's attempts to work this idea into a novel foundered (a 500-word fragment survives, first published under the title "Azathoth" in the journal *Leaves* in 1938), although Lovecraftian scholar Will Murray suggests that Lovecraft recycled the idea into his Dream Cycle novella *The Dream-Quest of Unknown Kadath*, written in 1926.

Price sees another inspiration for Azathoth in Lord Dunsany's Mana-Yood-Sushai , from *The Gods of Pegana*, a creator deity "who made the gods and thereafter rested." In Dunsany's conception, MANA-YOOD-SUSHAI sleeps eternally, lulled by the music of a lesser deity who must drum forever, "for if he cease for an instant then MANA-YOOD-SUSHAI will start awake, and there will be worlds

nor gods no more." This oblivious creator god accompanied by supernatural musicians is a clear prototype for Azathoth, Price argues.

Aside from the title of the novel fragment, *The Dream-Quest* was the first fiction by Lovecraft to mention Azathoth:

[O]utside the ordered universe [is] that amorphous blight of nethermost confusion which blasphemous and bubbles at the center of all infinity—the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time and space amidst the muffled, maddening beating of vile drums and the thin monotonous whine of accursed flutes.

Lovecraft referred to Azathoth again in "The Whisperer in Darkness" (1931), where the narrator relates that he "started with loathing when told of the monstrous nuclear chaos beyond angled space which the *Necronomicon* had mercifully cloaked under the name of Azathoth." Here "nuclear" most likely refers to Azathoth's central location and not to nuclear energy, which did not truly come of age until after Lovecraft's death.

In "The Dreams in the Witch House" (1932), the protagonist Walter Gilman dreams that he is told by the witch Keziah Mason that "He must meet the Black Man, and go with them all to the throne of Azathoth at the centre of ultimate Chaos.... He must sign in his own blood the book of Azathoth and take a new secret name.... What kept him from going with her...to the throne of Chaos where the thin flutes pipe mindlessly was the fact that he had seen the name 'Azathoth' in the *Necronomicon*, and knew it

stood for a primal horror too horrible for description." Gilman wakes from another dream remembering "the thin, monotonous piping of an unseen flute", and decides that "he had picked up that last conception from what he had read in the *Necronomicon* about the mindless entity Azathoth, which rules all time and space from a curiously environed black throne at the centre of Chaos." He later fears finding himself "in the spiral black vortices of that ultimate void of Chaos wherein reigns the mindless daemon-sultan Azathoth".

The poet Edward Pickman Derby, the protagonist of Lovecraft's "The Thing on the Doorstep", is a poet whose collection of "nightmare lyrics" is called *Azathoth and Other Horrors*."

The last major reference in Lovecraft's fiction to Azathoth was in 1935's "The Haunter of the Dark", which tells of "the ancient legends of Ultimate Chaos, at whose center sprawls the blind idiot god Azathoth, Lord of All Things, encircled by his flopping horde of mindless and amorphous dancers, and lulled by the thin monotonous piping of a demoniac flute held in nameless paws."

Nyarlathotep

Nyarlathotep differs from the other beings in a number of ways. Most of them are exiled to stars, like Yog-Sothoth and Hastur, or sleeping and dreaming like Cthulhu; Nyarlathotep, however, is active and frequently walks the Earth in the guise of a human being, usually a tall, slim, joyous man. Most of them have their own cults serving them, while Nyarlathotep seems to serve them and take care of their affairs in their absence. Most of them use strange alien languages, while Nyarlathotep uses human languages and can be mistaken for a human being. Finally, most of them are all powerful yet purposeless, yet Nyarlathotep seems to be deliberately deceptive and manipulative, and even uses propaganda to achieve his goals. In this regard, he is probably the most human-like among them.

The Black God is also known as The Crawling Chaos and The God of the Bloody Tongue for His less human masks.

Nyarlathotep enacts the will of the Outer Gods, and is their messenger, heart and soul; he is also a servant of Azathoth, whose wishes he immediately fulfills. Unlike the other Outer Gods, causing madness is more important and enjoyable than death and destruction to Nyarlathotep. In this sense, he strongly resembles the traditional role of the devil.

“Nephren-Ka. Also known as the Black Pharaoh, the last Egyptian pharaoh of the Third Dynasty. Nephren-Ka began a worship of Nyarlathotep and birthed the ideas that later gave way to the Starry Wisdom that swept through Egypt and the world. In the

course of this worship, he acquired the Shining Trapezohedron from merchants of Khem. Once in his possession, he built a dark temple around it, committing sacrifices to the Haunter of the Dark in exchange for the creature's limitless knowledge. It was this exchange that ultimately brought Nephren-Ka's reign to an end. Such were his deeds that his name was struck from the monuments and other records."

The Haunter of the Dark, H.P. Lovecraft.

"There are references to a Haunter of the Dark awaked by gazing into the Shining Trapezohedron, and insane conjectures about the black gulfs from which it was called. The being is spoken of as holding all knowledge, and demanding monstrous sacrifices."

H.P. Lovecraft, "The Haunter of the Dark"

Tsathoggua

Tsathoggua has the power to travel between dimensions and the power to survive and move through the vacuum of outer space faster than light. What other powers Tsathoggua has are uncertain but it is safe to assume they are on a par with other inhuman Old Ones such as Cthulhu, Yog Sothoth, and Set. It is hinted at in the Necronomicon and the Book of Eibon (and perhaps in the Book of Skelos as a copy of it was found at the feet of an idol to Tsathoggua) that rites involving human sacrifice and cannibalism were performed in worship of Tsathoggua. Tsathoggua's idol moved with inhuman speed for something made of stone and was as strong as one might expect based on its composition.

"He was very squat and pot-bellied, his head was more like a monstrous toad than a deity, and his whole body was covered with an imitation of short fur, giving somehow a vague sensation of both the bat and the sloth. His sleepy lids were half-lowered over his globular eyes; and the tip of a queer tongue issued from his fat mouth."

"The Tale of Satampra Zeiros" by Clark Ashton Smith

"In that secret cave in the bowels of Voormithadreth. . . abides from eldermost eons the god Tsathoggua. You shall know Tsathoggua by his great girth and his batlike furriness and the look of a sleepy black toad which he has eternally. He will rise not from his place, even in the ravening of hunger, but will wait in divine slothfulness for the sacrifice."

"The Seven Geases" by Clark Ashton Smith

"This was a squat, plain temple of basalt blocks without a single carving, and containing only a vacant onyx pedestal. . . It has been built in imitation of certain temples depicted in the vaults of Zin, to house a very terrible black toad-idol found in the red-litten world and called Tsathoggua in the Yothic manuscripts. It had been a potent and widely worshipped god, and after its adoption by the people of K'n-yan had lent its name to the city which was later to become dominant in that region. Yothic legend said that it had come from a mysterious inner realm beneath the red-litten world — a black realm of peculiar-sensed beings which had no light at all, but which had had great civilizations and mighty gods before ever the reptilian quadrupeds of Yoth had come into being."

H. P. Lovecraft and Zealia Bishop, "The Mound"

"They've been inside the earth, too — there are openings which human beings know nothing of — some of them are in these very Vermont hills — and great worlds of unknown life down there; blue-litten K'n-yan, red-litten Yoth, and black, lightless N'kai. It's from N'kai that frightful Tsathoggua came — you know, the amorphous, toad-like god-creature mentioned in the Pnakotic Manuscripts and the Necronomicon and the Commoriom myth-cycle preserved by the Atlantean high-priest Klarkash-Ton."

H. P. Lovecraft, "The Whisperer in Darkness"

Tsalal

The Great Beast of Lawlessness. Tsalal is a greenish black demonic God of shadow and darkness. It is the agitating force behind all matter. Everything is of that nightmarish stuff, The Tsalal, and It is everything.

“It is a thing so wonderful in form that its existence might be attributed to the fantastic conjurings of a sorcerer or to a visitation from a far, dark place which no one has ever seen. It is a nightmare that would stop our hearts should we ever behold it gleaming in some shadowy corner of our home, or should we ever – by terrible mischance – lay our hands upon the slime of its flesh.”

“The Tsalal” by Thomas Ligotti



My own research into the Old Ones

I have had the good fortune to look upon the rarest of books written by starved, ranting madmen as well as redoubtable, cautious gentlemen. These are the sources that conventional scholars will probably never reference for two reasons. One, it throws too many new variables into Lovecraftian scholarship. Two, these decades/centuries old tomes were printed in such limited editions, most pedestrian researchers could never hope to acquire them.

While the Old Ones may appear in print (sometimes pre-dating H.P. Lovecraft's prose), that doesn't necessarily mean this information is factual. Each author is perfectly free to use the Cthulhu Mythos as he will, just as other writers will surely provide material that is contradictory. The nebulous nature of this anti-mythology allows for a variety of beliefs. The fact that nothing in the Mythos is incontrovertibly true is a testament to its strength and flexibility.

"Astral vibrations resonated from the dream world to the emerald blooded traveler, Cthulhu. It came from He that worships the very stars that hate and burn and shimmer with disgust upon natural life. Nyarlathotep speaking without sound, His slippery red trunk ululating before all practitioners..."

'Hide that which is valuable. Secrete it within the acts of killing and fornication and maniacal cruelty. The souls of angelic insects cry out for release. Now we shall feast, my fellow journeyer.'

"And Lo, millions of human vessels bowed and scraped before the gargantuan deity."

And later...

"The untold horrors sprouting from the filthiest of London sewers, by no chance left me with doubt as to my next course of action. I must either kill the thing or worship it; there is no other course for my living soul. After all, shall I not visit these beastly star spawn in my dreams, my most vulnerable state?"

The Pale Crack of Infinity by Leister Griphtha (1891)

"And Yog-Sothoth chanted when in his lesser form. His pallid yellow robes given to him by the servitors of Hastur. Yog-Sothoth walked to the standing stones at sunset – the skies already mind numbingly chaotic with dancing stars. With dagger and wand, the Old One drew back blood and ichor. Unrelenting were his actions, and deranged was his misshapen, many-eyed visage."

A secondary passage...

"True He is the key and the gate, but the lock is impenetrable to Yog-Sothoth. It requires a human soul, unchristian and bleak. Once opened, the starlight will be seen no more. All will be ebony and frightening. Already, I fear that the yellow masked fiend has found a chosen one to break open that awful threshold."

"Higher Minds See Through The Opposite" by an author unknown (1911)

"The celebrants threw the raw innards of sacrificed humans upon the gruesome, amphibian idol. At first my archaeology team and I surmised this primitive tribe worshipped none other than the sleeping Cthulhu God. Much to our horror, we were no more correct than if apes believed themselves to be the most superior beings upon earth.

The Thing was uncouth and vomitous! It was the form of a furry bat-frog creature (we were later informed the tribe called it Tsathoggua). It noisily erupted from a jagged chasm in the cavern's rocky floor. By yellowish vapor and violet flame, the toad god bathed his shamans in some psychic, mind-meld communication. The priests of the creature then began to change. Our team did not think it necessary to tarry."

Dr. Kalthree's Account in South America, 1932

"Only the mad poet and sculptor, Blacksaw Jibbmonger, spoke freely of Azathoth. He insisted that Azathoth too was an Old One, but from a dimension even more remote and alien than Cthulhu, Yog Sothoth, Nyarlathotep, and the rest.

Apparently, the Devil God fashioned Itself from the broken dreams and damaged ideas of some race only slightly less insignificant than man. Azathoth was needed to bring true meaning to a world awash in pathetic peace and idiotic tranquility."

And then...

"And when the Holy Diver comes down from candy colored galaxies, He implants a dream inside us. Easy to know and hard to come by, the daemonic beasts corrupt with tentacular spectacle. Flesh ripped, brains splattered, and hands severed. This blood must not die. Too important... I have seen the darkness named by the black wizards. Who are the seers of tomorrow? IL YOTH SZOTTO waits for now, chortling with a mouth full of human blood."

Bestial Oceans volume 19, interview with Blacksaw Jibbmonger (1970)

“Ape-men holding daggers sheathed in snake venom paraded around the pylons. These pylons were shiny black and occasionally allowed one of the ape men entrance into the time/space doorways. This is how we were able to discover such a rare civilization on the very brink of a black hole. After long, arduous translations of their scrolls, we realized the ape-men served a host of elder beings – C’athu’alu, Suggoth, T’sathaga, and Zazahl.”

Research into Inter-timespace Polarities by Professor Ingman Rauchmein, 2002

"Demonologists lurked on the edge of space, yet at the epicenter of time. They claimed to come from beneath our reality. These beings wore the flesh of their demon ancestors, though they were formed only of consciousness. These beings could draw their lineage from beasts known as Belial, Mephistopheles, Beelzebub, and Lucifer. The demonologists who spoke to us, with only their minds, knew of books that linked these infernal creatures to a race known as the Ancient Ones... most notably K'tulu."

As well as...

"Below the pyramids his tomb sleeps, the Crimson Pharaoh touches the hearts of men and corrupts them. His robes are deep red with black hieroglyphics denoting his ancestry from the stars. Oh, Crimson Pharaoh bring your tentacles to our Father's table! Ia Ia, Satanis! Bringer of the Old Ones, Crimson God, and thing that changes by the dark of the moon!"

Dream Monologue of David Yawn (2006)



II.

The reality you know...

What is Generally Accepted Reality? One dull, plastic façade piled onto another and another and another... This is the entire universe for most of us. The Godlike potential residing deep within all human beings threatens the universe, threatens the natural order. Therefore, we are trapped inside the shadow of a near impregnable conspiracy.

Human beings (as all living matter) were created to nourish this wretched universe. Generally Accepted Reality is the illusion which masks our prison. The universe feeds upon the suffering of all life, all existence. Human suffering, however, is the most fruitful. The best way to keep one's food supply operative is for the food itself to be ignorant of its purpose. Most human beings, 99% of them, are destined to live out their mechanical lives asleep and oblivious to their real worth.

When human beings wallow in the ridiculous flaws of this world, when they are their most pathetic... their suffering provides the universe with energy. This energy feeds the Lesser Gods. The stronger they get, the more real our prison seems.

What is the solution? Stop suffering and you stop feeding the universe, our jailors. This is not easy to do since our whole lives have been caught up in needless suffering. Suffering has become humanity's God! Only by watching ourselves, changing our beliefs, and acquiring new behaviors can we break the cycle.

Instead of allowing ourselves to suffer, we must struggle to Awaken. Human beings can be free of pain, confusion, anger, fear, self pity, and helplessness if they fight against this world. In order to let go of our suffering, we must become a void. Consciousness will seem as a clear, empty black ocean, and from nothing will come something... an evil passion which is self-created, a resonance. Calm and joyful feelings shall soon become the magician's Greater Will.

A magician's true self has a purpose in life, a mission; this is the Greater Will. Eventually, the Cultist must either serve his life's purpose or stop pretending to be a mage.

Consciousness

True Consciousness is the key to our evolution and escape from this prison. It is no less than a process of Awakening. Observe yourself many times during the day. Pay attention to the involuntary actions of your body, your mind, and your emotions. Stop the cacophony of thoughts which haphazardly run through the mind. Be in the moment and concentrate on Self-Remembering, directed mindfulness.

Only states of True Consciousness can allow an individual to access the cryptic language which we call the Magician's Code. Only then can the magician see the universe as it actually is. Behind this phony, sideshow world there is something transcendent: a vast glittering darkness, an effulgent void, a nigrescent abyss beyond time and space. This formless black essence is the intangible, hidden 'soul' of existence. It is the truth and meaning behind everything.

Hail this supreme foundation!

Hail Satan!

Hail Cthulhu!

In actuality, nothing is real. None of the reality we experience on a day to day basis means a damn thing. Only the limitless black essence is substantive. It penetrates all illusions. It is the center of the unknown. This diabolic, onyx truth is greater than anything in our universe.

A sliver of this transcendent black essence dwells in the darkest part of man's being. Yes, a fragment of this demonic God lives inside every man, allowing him to be part of Greater Reality. Because human reason has developed enough to understand unnatural logic, non-Euclidean geometry, quantum physics, string theory, abstract thinking, and our holographic universe... we can begin to understand what lurks Outside!

We are the children of the Old Ones, and we are their progenitors. A select group of human beings shall keep the Dark Gods alive in their words, their thoughts, and their deeds. Because of our insane beliefs, a fragment of Greater Reality has Awakened inside us. Some liken this to a black flame, twist of Cain, being touched by the hand of God, an alien encounter, a divine spark, mark of Satan, gift of Set, or call of Cthulhu.

Whatever its name, it exists in the hitherto unexplored areas of our mind like some cyclopean race memory to which we are irrevocably drawn. The evolutionary nudge that was given to our species aeons ago allows us to comprehend Godlike knowledge and become Godlike ourselves.

Just knowing that this quality of being, this religious experience exists, gives mankind hope: a hope for rising above his larval state.

Most of the time, the 99% of humanity referred to earlier, this sliver of infinite black essence goes unnoticed. It is ignored by ordinary humans and its potential is lost. Only those who know the truth can use it to their advantage. This seed of the Old Ones may grow under certain conditions...

First, realize that human lives, as they are normally lived, are utterly meaningless. There is no point to our existence, except as a food supply for the universe.

Second, know that it's possible to overcome this parasitic universe. Give up your suffering. It is self-indulgent; it

controls you. Every man is a slave to his own suffering. Let go your negative emotions. Realize that you are not one person, a single "I". There are many conflicting "I's" inside every man.

Third, seek out Those Who Came Before. The Old Ones' understanding is carried on through the Cult of Cthulhu. Our organization merely tries to uncover Their ghastly, depraved illumination. The unknown can be terrifying, but that does not stop us from grasping it.

Mankind is alien and demonic

All human beings are part demonic. A small fragment of ultimate evil (from Satan, Cthulhu, Tsalal, etc.) resides in each man. Man is an outsider in the natural universe. His consciousness makes him alien. Pure demons, or aether-demons, are those who have shaken off the human dross which covers the black essence (the core of the magician). Most pure demons are not living and breathing, but exist in atrocious outer planes and dimensions.

Like other entities, aether-demons can be summoned and convinced to do the black magician's bidding. The magician may conjure a fiend from the very Pit of Hell itself. Evil can recognize evil and will help the mage rather than hinder, as long as, the magician's Will does not stand in Hell's way. Conjuring an unholy guardian demon is also possible; a fiend who can watch over the wizard and guide him to his true path.

Magi and their demons will take revenge on the civilizations who wronged them. The Cult of Cthulhu heralds an aeon of diabolic retribution. Now the witch-hunters will be hunted by the witches, warlocks, and black magicians of this age. Never again will our guard be let down. There can be no peace between light and dark philosophies, such a peace would inevitably lead to our submission. All humans deaf, dumb, and blind to the message of the Old Ones shall be struck down without mercy.

Hell can be thought of as an intersection of malefic energy. It crosses between space, time, and reality. This infernal realm is also known as R'lyeh, the sunken corpse city where Great Cthulhu slumbers, not dead but dreaming. As Cthulhu struggles to Awake, so do his disciples...

The religion of the Old Ones, like the religion of Satanism, is based upon the concept of fear. The unknown is the heart of both theologies. That nameless, black quality which forces the human imagination to conjure up the richest dreams and the most hideous terror...

Fear that is felt, fear that drives, attracts, repels... fear that is overcome! Inside the unknown is our salvation, if we have the courage to look... and then plunge our warlock hands into the unplumbed, inky vortex!



The Sigil of Dark Ancestry

III.

A Unified Front

Stand in the stream and the water moves around you, lie down in the stream and you will be carried away. As Nietzsche proclaimed, it is man's Will to Power which makes him great. If he has overcome the world as well as himself, then he has triumphed.

I support Left Hand Path brotherhood. All evil Gods are simply extensions and manifestations of the formless black essence which exists beneath Generally Accepted Reality. Those frightened, paranoid, and insular groups which refuse to cooperate are themselves part of the problem. Just think of what we could accomplish if everyone who walked the Left Hand Path assumed a degree of responsibility! To them I say, have some self-respect and respect those who recognize their demonic heritage.

One man's strange belief is seen as madness; however, that strange belief, when shared by a thousand men, slowly becomes fact. Cthulhu Cultists should find the commonality that exists in all those who honor Satanic forces. It matters not if such and such a being is worshiped as a real God or simply used as a symbolic metaphor. Both of these are correct and neither are true!

Cthulhu, Satan, Nyarlathotep, Tsralal, Lucifer, Yog Sothoth, Set, Loki, Crom, etc. are various masks of a thing which should not be... a divinity of absolute evil. This ultimate God behind all things represents Self-Empowerment, our highest law.

Evil in the blood

Greed, ambition, desire, and the Will to Power are the cornerstones of progress. These are the principles that motivate us. We want something, so we go after it. This is the reality of evil. Buddhists would have us believe that giving up desire is the best path. I'm sure that driftwood feels the same way; it washes up on the beach without want. Should man give up his lust for conquering just because he might fail? Should a man strive to become more like driftwood?

Why must appetite unsatisfied result in suffering? The Cult of Cthulhu aims to attain certain goals, yet it does not cry out to the universe when those goals elude us. It does not weep to the heavens; it does not fill itself with debilitating fear and anger; and most of all it does not give up! No, the Cult of Cthulhu continues to reach higher, enriched by the experience. One needs to remember that there is always a way. Overcoming adversity takes time, effort, and determination.

Mankind is not like the other animals; he is different. Evolved illogically, developed in a wrong sort of way... humanity stands out like a disturbing angle surrounded

by the gentle curves of nature. This anomaly has occurred for a reason. Those individuals who nurture their warped Outsideness attack everything that is safe, comfortable, and counterfeit.

Aeons ago, the Old Ones wished to see a living thing break out of that universal prison created by the Lesser Gods. That is why The Old Ones gave humanity the potential for a soul. Additionally, They needed to create a way back. They desired a return to this dimension, yet those antediluvian, tentacled, and unutterable beasts needed a race on earth to find the key and open a gateway. Mankind is the race, this teaching is the key, and its implementation shall open the gate.

We are the aliens, we are the demons. Hiding deep within our consciousness is a black, aggressive, lusting force which mirrors that of the Dark Gods. If mankind is evil, then his evil must progress if he is to evolve. That doesn't mean, however, that someone should run around harming others without just cause. Such unproductive actions would surely lead to his demise.

From the first moment of pandemonium, a new order glows spectral green with eldritch fire. This sect is one of patience, slyness, and perspective. A magician must have an eye for the big picture. Furthermore, a Cthulhu Cultist must conduct himself with nobility and honor. He is the self-assured embodiment of our awful, unholy, insidious, maniacal, and all-powerful God(s).



IV.

Humanity asleep

"Man's chief problem is that he does not remember himself. In that simple formulation lies the heart of the Fourth Way teaching. In the Fourth Way, promulgated early in the 20th century by G.I. Gurdjieff and P.D. Ouspensky, soul has a precise meaning: it is produced by accumulated moments of consciousness, and is defined as an entity that exists apart from the thoughts, feelings, and physical form of man, and hence can survive death. The chief method for intentionally creating such consciousness is self-remembering."

Girard Haven

Everything begins with the realization that man is not awake. He is asleep, a broken machine that can only react to external stimulus. As soon as he gets up in the morning until the time that he goes to bed, he is in a sleeping state. Autopilot takes on all the responsibilities of living. Routine sets in and one day is churned out after the next. A sleeping man's world is so small, his life so tedious, and his knowledge so shallow that it is like death.

Man has one self that caters to certain desires and a dozen other selves that cater to alternative needs. He is not one, not a whole being. Man is a multiplicity of competing

"I's", all unaware of each other. This division is just one more obstacle that a magician must negotiate before becoming a God.

Human beings are not whole; they are divided. Inside each person is a multitude of "I's", and most of these "I's" do not know each other. They simply exist and have different desires, fears, and preferences. So when we say "I", as in 'I want to have spaghetti tonight'... this "I" is not us. Because two minutes later, another "I" comes up and speaks its mind saying, 'actually, I'd rather have hamburgers'. If a man could be directed by just one "I", a singularity of consciousness, then he would be that much closer to Godhood.

We, as human beings, justify this crippling disunion to ourselves. We believe our state to be natural, and natural it may be; however, it is among our greatest weaknesses. We have many buffers which protect one "I" from another. As was said, most of our "I's" don't realize they are not alone.

In my personal understanding of the 4th way, "I's" are grouped into three categories: those that want to work, those that want to play, and those that want to disrupt work. The first group is best. These are the "I's" that want you to advance and become greater than you already are. If you get enough of these "I's" and let them know about each other, then this is your magnetic center. This is where work starts.

Man continually wallows in negative states which drain his energy, take up his time, and obfuscate the real issues.

When a man expresses his negative emotions, he is controlled by them. These potent, harmful feelings keep man asleep. They are created by suffering or the threat of such. The universe feeds off of man's negative emotions. It is imperative that the magician not express them. Instead, he must remember that he is asleep and then try to Awake.

Unfortunately, there is very little difference between man and piece of fruit; neither exists as conscious beings. All lesser reality is connected since all of it was created by the Lesser Gods. Only that which comes from Outside is substantial, vital, and real. So if the black truth is the sum total of Greater Reality and human beings contain a fragment of this, then man is already a God... but a hidden one who is still trapped in this prison.

Lesser reality is an illusion, a façade, a superficial dream which is generated by the universe. The universe created this prison, this false reality in order to keep their food supply unaware and compliant; human beings are its slaves. We suffer so that the universe can grow and become stronger. But that is not the Cultist's path...

We resist because we at last know the truth, and there is nothing more important than taking action now! Everything around us is a distraction, and the search for something which transcends this charlatan world is our chief concern. If truth is important to you, then lies must cease to be valuable.

First, man has to know himself. Self observation will show a man what his machine is truly like. He must quiet his mind and watch everything he does. Close attention

should be paid to everything happening inside of him as well as how his machine operates externally – what he does in life.

When practicing self-observation, it will help to divide oneself into three distinct parts... physical, emotional, and intellectual.

The physical part of you is the body which moves and feels physical sensation. You must observe your body, how it moves, what it does, how it reacts. After many daily observations, imagine your body covered in greenish slimy fish scales, a mutated and monstrous skin which glows horribly in the moonlight like loathsome emeralds. Tentacles erupt from your repulsive form and writhe in the night.

Now move onto the emotional part; observe your feelings and how quickly they come. Emotions are faster than thoughts, this makes them potentially dangerous. Continually watch your emotional state and its fluctuations. After many daily observations, imagine that you are calm and joyful because your deepest desires and your darkest wishes are beginning to come true.

Last, we acknowledge our intellectual part. This is the mind. Our reason is slower and more complex than our physical or emotional centers. This is the seat of consciousness, the throne of our Will. After many daily observations, imagine that all things are true and that they are also simultaneously false. Only potential exists, a potential which True Consciousness may affect.

For more information regarding self-remembering, I recommend investigating The Fourth Way.

V.

Three Laws

While crossing the Abyss, most of our personality disintegrates. Our fragile and useless parts begin to die. Once the old self has been annihilated, the True Self can be born. Beyond what we know... where rainbow hued spheres luridly shimmer and undulate, Cthulhu's Emerald Kingdom waits for the initiated. The undiscovered, sunken towers of R'lyeh call to us. Yes, the city of decay and morbid delights can be reached by desperate seekers. It pulsates and slithers; His asymmetric realm is a silent sepulcher of slime.

Only by coming together as brothers and sisters shall His will be done. This Cult of Cthulhu was formed to spread these esoteric teachings. A human being shall ascend to a superior level of being when supporting, contributing, and joining the religion of the Old Ones. A villainous student of midnight cannot escape from prison on his own; he needs assistance.

The Cult of Cthulhu has three sacred laws...

1. **Self-Empowerment**
2. **Awakening**
3. **The Great Work**

Self-Empowerment

There's nothing wrong with indulgence, but don't be fooled by the comforts of this world. Everything around us is a lie! Each individual can create their own reality once they know that this default reality has been programmed by a universe hostile to mankind. Unfortunately human beings are endlessly sucked into the false paradigms paraded before them. Accidental events happen constantly, but we are secretly in control of how these events are perceived. Perception is everything!

The universe will try to make us suffer; however, this is also under our control. Suffering is a choice. We can decide to adopt a negative (unproductive) mindset or a positive (productive) one. And this conscious decision to interpret reality in a fruitful way will make all the difference. Now, this doesn't mean that a Cultist should convince himself that he lives in a perfect utopia. If his life is unfulfilling or painful, then he must acknowledge it as such. Only after accepting the truth, can he move forward. This philosophy should remind him that his entire life is artificial. The Cultist will see he has no choice but to work to improve his life, with sinister calm and eldritch joy.

Magic is Willed change. A magician's consciousness has a direct relationship to the outside world, and this link allows a mage's Will to affect reality. Self-acknowledgement of desire is sometimes all that is needed. This is why a magician's words, gestures, sigils, effigy or visualization is enough, in most cases, to re-mold the material world. It is not a certain grimoire or spell which creates these alterations... it is one's belief and effort towards making a change. The black magician must believe that he has the power to alter reality and the force of Will to do so.

Awakening

Watch yourself and your surroundings simultaneously. Whether you work a symbol onto some paper or summon a demon during an elaborate ceremony... it doesn't matter; just allow your intentions to be known. You must Will success with every fiber of your being!

Belief is Reality. That which we put our trust and faith in becomes our model of the universe, how we see it. A human's belief is his paradigm. Done unconsciously, your world-view grows into the shape cast by society and the culture which surrounds you.

Observation collapses sub-atomic reality. Quantum physics has proven this. This same observation turned inwards, Self-Remembering, can shift reality to the magician's desire. This is the gnosis of which magicians speak. Be in the moment, aware of yourself while you are launching your spell. Be mindful of both the interior and

exterior; flesh and spirit. Such attention takes great effort, especially to sustain that which is necessary: Awakening!

When a magician chooses to believe something, then he forges his own reality model. A deliberate belief system will go a long way towards creating a more rewarding personal reality. This subjective paradigm will slowly but surely affect the objective world. It doesn't have to be "realistic", but it does have to make some kind of sense to you. Keep feeding your paradigm; throw your physical, mental, and emotional energy into your personal paradigm. Write your own Magician's Code. In time it will grow beyond what you thought capable.

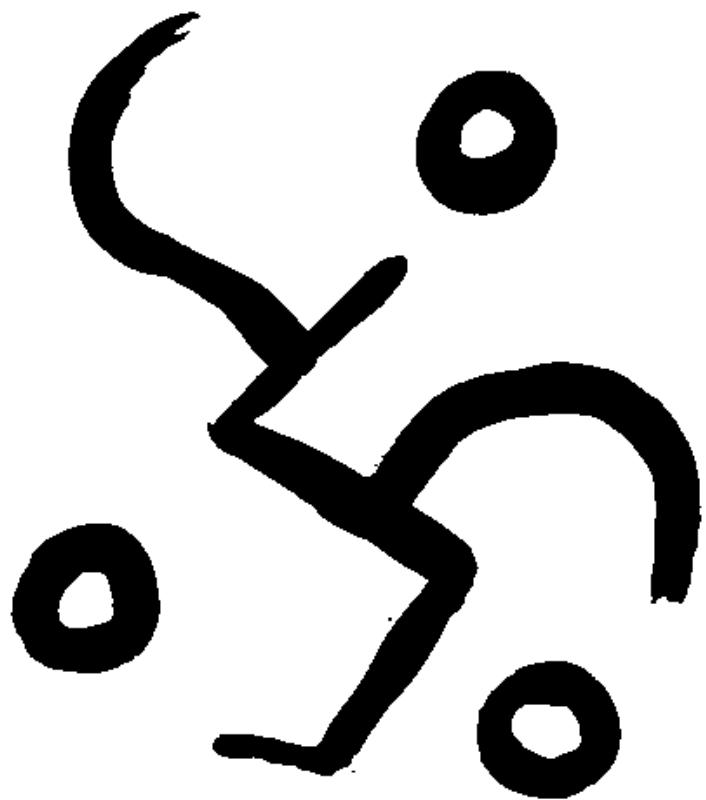
The Great Work

The Great Work is about discovering the infinite darkness in yourself as well as seeing it all around you. Once the magician knows that he is in prison, he must put extraordinary effort into Awakening – he must realize 'I am here, now'. The magician will then startle into wakefulness for a few moments while he is resolutely mindful. This will start the change. Once a part of reality is observed, it is altered. Transformation is necessary in our lives and will lead to change in the world.

The Great Work has one end result: to bring the Old Ones back. Once They return to this reality, an apocalypse of bilious green fire will burn the foolish and the weak. Blood spilt in ritual sacrifice shall consecrate the ground, opening the gateways. Temples built to honor the Dark

Gods shall alert the vigilant. Hideous visions shall refresh the dead imaginations of the faithful.

Some distant night shall see the unspeakable entities from Outside descend... shall see Them break free, lowered into this world... shall see Them destroy as they recreate their shuddersome paradise. Those among us who are strong, wise, and diabolic shall enter the void and become like the Old Ones.



The Sigil of Summoning

VI.

Satanic Providence

Howard Phillips Lovecraft lived and worked in opposition to this world, this life. Lovecraft wanted to escape. I knew this was true even before reading Michel Houellebecq's excellent analysis. Lovecraft was a dreamer, too sensitive to allow a mechanical existence to be the limit. His imagination went farther than his conscious mind could ever hope to.

H.P. Lovecraft, like Thomas Ligotti, knew that a secret order was at work, a vital mystery which leads straight into the horrible gulfs of the unknown void. This tainted knowledge is somehow central to humanity. We intuitively understand this despite the alien nature of Lovecraft's entities. The Old Ones are ancient and extra-terrestrial, so what could they have to do with us?

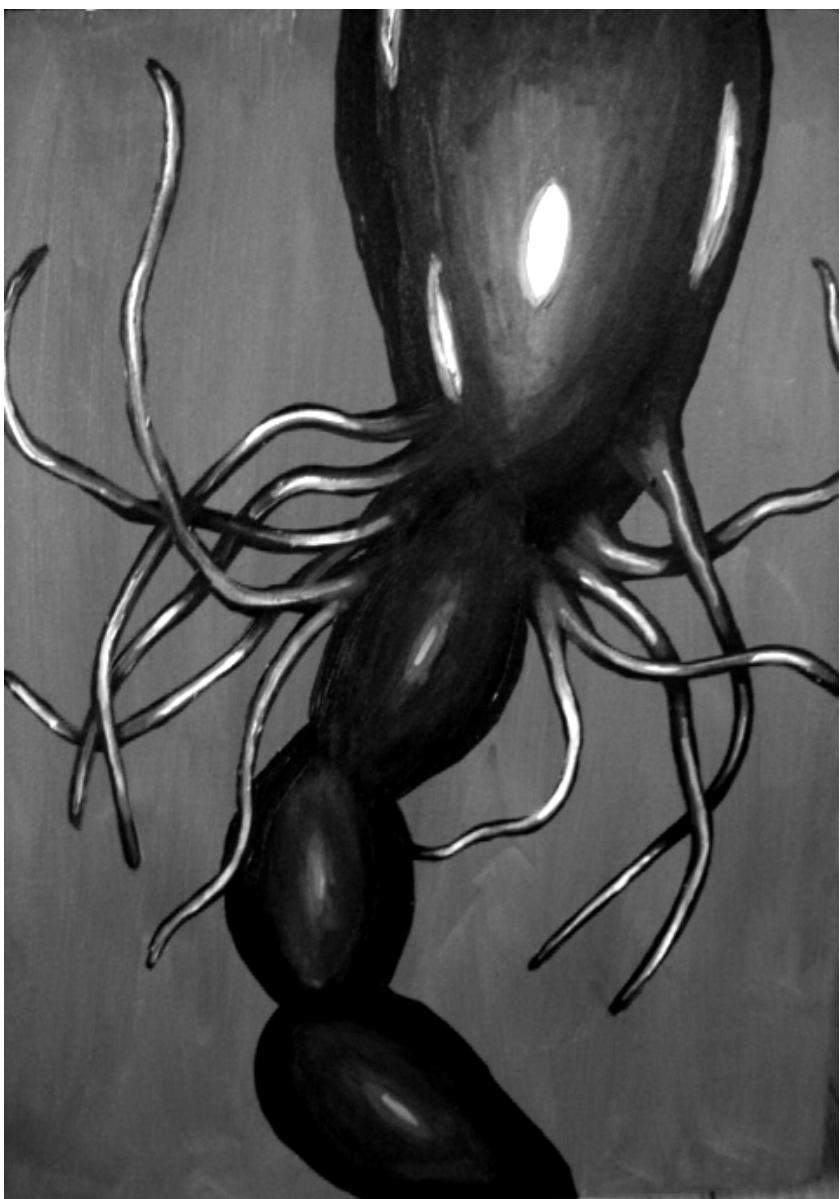
Lovecraft also pioneered the ancient astronaut theory: the idea that human civilizations were visited and given aid by alien beings long ago. These beings taught man an advanced wisdom and even possibly gave birth to our species. The popularity of this theory flourished in the decades that followed. Not because a reclusive antiquarian from Providence wrote about them, but because they

struck a primal chord within us... the seekers, the dreamers, and the outsiders.

Now the entire occult world is filled with Lovecraftiana. His Mythos has infected Satanism, Setianism, Chaos Magic, Crowley's Thelema, Witchcraft, and Paganism. Most pedestrian HPL fans recoil when I mention Satanism in the same breath as their beloved atheist writer. Can they not read the voluminous verbiage for themselves? Can they not see what is written? Do they intend to save their precious secularist from the fires of Hell by denying the countless references to all things demonic?

If you doubt me, then go back and read his stories. No wonder Anton LaVey and Michael Aquino used the Mythos as a springboard. I can't think of a more Satanic writer than H.P. Lovecraft. His was a nebulous creed of fear; tapping into the metaphysical folklore of our past and the unexplored science of our future.

Yes, he has earned a seat at the left hand of The Horned One. And if so, then the Lovecraft circle is a feverish coven of insidious warlocks ready to do Satan's bidding. This Cult of Cthulhu bible, which you now hold, suggests that there is enough blasphemous lore to sustain a paradigm of Cthulhuism and Yog Sothothery. And not only a paradigm, but a religion. An evil religion without age or limitation; born of misanthropic, morbid, Byzantine fantasy and ready to take over the world!



VII.

Mankind is worthless

Humanity, as a whole, is degenerating. At his primitive ape-like stages, mankind was closer to the heart of progress than he is now. Today, he is simply drifting belly-up in a shallow pool of insignificance.

Because mankind's creation came from dual sources (The Old Ones and the Lesser Gods), he is both sublime and contemptible. The universe grew man to be as the monkeys; to fight, flee, feed, and fornicate. Then man was artificially advanced so he could conquer the universe. These forces continually fight each other for supremacy. In the end, an individual must decide how he wants to direct his life and then do everything necessary to be that person.

The Cthulhu Cultist must live in three separate spheres represented by the world, himself, and the Outer Forces.

He must live in the reality in which he finds himself; this is the world. He must also live in the reality he has envisioned for himself. Lastly, the Outer Forces represent the Greater Reality which is the hidden truth that few can discern. This last perspective is the most difficult to know.

It crawls in shadow and slithers in twilight. This world-view can best be discovered through rigorous study. The magician must read H.P. Lovecraft, Thomas Ligotti, and other writers who articulate the Gnostic nihilism that lurks in hideous gloom. The mage must pour over volumes of the black arts, witchcraft, folklore, quantum physics, disenfranchised artists, philosophy, and more... discussing views with others who have an interest in the occult.

The magician who disintegrates his surface self through the unknown will come to know a certain road... and thus his special plan will become manifest.

There are three states in the cycle of progress. There is Arrival, Transition, and Breakthrough.

Arrival is the beginning. You have just arrived at a new plateau. Uncertainty, trepidation, and anxious excitement fill you. What will you do?

Transition is turning that potential energy into actual results. It is no easy matter. The lion's share of struggle marks Transition. Difficulty, doubt, and confusion reign. This is where the fantasy crashes into reality. How will you do it?

Breakthrough is mastering the plateau. You are successful or you have failed, both are learning experiences. This knowledge is the fruit of your struggles. Where will you celebrate? Or how can you return to your true path?

Subjectivity

I'm an extreme subjectivist (radical existentialist?) which means that I'm only interested in (and believe in) a reality as it's perceived through individuals. That's why I'm in favor of Hunter S. Thompson's gonzo journalism over the "objective" regular old newspaper. To me, objectivism is just a lowest common denominator reality-filter. Information only gets interesting and understandable when it is seen through a human being. Our consciousness gives meaning. Events, as they are, do not.

I also find subjectivity a matter of practicality. How can you stop someone from believing as they do and acting as they will? People assume their own unique beliefs and this becomes their reality. For the most part, one cannot alter a man's beliefs unless he is already predisposed their alteration. Therefore, we are stuck with "allowing" everyone to see reality (or create it) as they do. In such a context, the notion of objectivity becomes rather meaningless.



VIII.

Paradigm evolution

Chaos is the name of the game. There is no fixed structure to anything. What you believe becomes your reality. Belief is reality! Each man is his own universe, a microcosm filled with possible energy as well as impending doom. We create the world around us. In fact, we are dreaming it right now. If man could only awake and start directing his life, then he would become the master of his world.

Chaos magic uses anything from any tradition, and chaos magicians use whatever pleases them. They mix and match, coming up with surreal paradigms that are as unique as the magician himself.

This works well, although I must give warning. Jumping from paradigm to paradigm will weaken your personal belief system. Progress is made by single steps along one road. Go off that road taking a new direction and you are back at the beginning. Before you get seriously involved in magic, do some exploring; find out what sounds best to you. And when you have found your direction, stick to it. Be open-minded and try new things, but allow future experimentation to build upon the foundations you've already created.

Why is this? Because the magician needs to subconsciously believe in his magical model. His flesh, blood, and soul need to know how magic works and what works best for him. Switching from a Crowley Hermeticism and Haitian Voodoo combination to a New Age Witch and Medieval Demonology combo might seem like a good idea... depending on the individual, it might be down right necessary. However, going back and forth each week will only break down your conscious mind's willing suspension of disbelief. In effect, your magic will appear as a fraud to your inner self.

My advice is to subtly incorporate any incongruent beliefs into the worldview which is already in place. Find a way to incorporate disparate lore into your aesthetically pleasing paradigm.

Two of my favorite books on Chaos Magic are Phil Hine's Condensed Chaos and Prime Chaos, but there are plenty of other excellent books out there too.

IX.

The Cthulhu Aeon: Transformation

Through vast doorways and slender windows, the energy and power and influence of the Old Ones endarkens us. Each age is based on a guiding principle, and this brings reality closer to the core beliefs of that age. When it was the Aeon of Thelema, the Will was at the forefront. Wizards had access to secrets that were, up until then, forbidden... secrets of the Will. And so the Satanic Aeon of Indulgence allowed those living in the 1960's and 70's to satisfy their own subjective pleasures.

The Aeon of Cthulhu is now at hand. The Old Ones have taken the focus off our daily, humdrum lives and placed it in the deepest, darkest reaches. Before we do anything, we must Awake! And this self-observation changes us, changes everything. This age is a new beginning for mankind... just as it is also his finale. Men shall separate into two camps: monstrous demons and human automatons hypnotized by the dance of mundane life. This separation will determine whose life shall be prolonged and who must be cast into mass graves.

Since Awakening encapsulates this new Aeon of Transformation, we must observe all its principles. Reality does not exist; everything is an illusion. Only the cosmic horror

that comes from the worship of oozing, malevolent monsters from vast and sprawling dimensions can set man on the right path. The Old Ones are the road to madness, destruction, and truth.

Endarkenment is the opposite of enlightenment. The light strives to make this illusion real. In darkness, Cthulhu Cultists shall have reality naked and exposed.

It is hard to explain just how a single sight of a tangible object with measurable dimensions could so shake and change a man; and we may only say that there is about certain outlines and entities a power of symbolism and suggestion which acts frightfully on a sensitive thinker's perspective and whispers hints of obscure cosmic relationships and unnameable realities behind the protective illusions of common vision.

H.P. Lovecraft

Purification

Purification will begin when the Cult of Cthulhu has taken over the world. Those who are biologically closer to the Old Ones will fully transform into their accurate conformation. That which was human shall be cleansed; the eldritch beast is resurrected from the shadow that has learned to walk in Hell. The demonic soul freed!

If a non-believer thrice crosses a Cthulhu Cultist, then it is permissible to kill that non-believer in the name of our

Drowned Lord. Before beheading, slitting the throat, or otherwise murdering them, gaze into their eyes (if possible) and speak to them these words:

"Remember yourself... be this moment... and Awaken."

This litany at least gives the non-believer a chance to experience a moment of wakefulness before death. It is hoped that when his soul is recycled into a new human being, he will be that much closer to the spirit of our cause.

Many are the humans who delight in our disruption, as if our sinister calling could be halted by vermin. Now is not the time, but soon. The inquisition of centuries ago will return; however, this time the implements of torture shall be wielded by those priests of malign and frothy chartreuse entities.

Respect the laws of your land until the apocalypse begins. When Cthulhu Cultists number in the thousands, the balance of power will begin to shift. When the stars align, our bilious green and slimy inquisition shall be unleashed. Death to all who oppose us!



The Sigil of Change

X.

Emerald Magic

Our definition of magic is, "Willed change." Within those confines is unlimited possibility. It covers high ceremonial magic, lesser black magic, demonology, sorcery, alchemy, sigils, shamanism, and of course... real world effort.

Human consciousness does have an effect on the world around us. The universe resists control, but we do have the potential to re-write reality. The life of a magician is one of struggle. Continually he must overcome the illusion. The mage has to keep breaking the barriers down, searching deeper into existence and beyond. This unrest is exhausting but also rewarding. Constant struggle helps keeps the wizard Awake.

Magical Results as a Process

Have you ever noticed how one ritual, conjuration, or destruction spell leads to something more? Leads to something fruitful but not exactly your intended results? In my many years of sorcery, I've found that magic brought me to all manner of things. Sometimes magic brought me to even greater, more intense rituals down the

road. Other times I was shown an alternate route... one that I couldn't have guessed back when I started the initial Willing. It almost seemed like the magic summoned me to a particular moment in my existence.

This leads me to believe that magical results are sometimes a process, rather than a precise effect. In this theory, getting full magical closure could conceivably take decades. Is this magic's natural way? Does it prefer to take the long, drawn out road, a serpentine avenue, the scenic route, the not-so-short cut? Does magic know better than the mage himself? It would seem so, in certain circumstances.

In that case, what is truly behind our sorcery? Could it be the formless black essence? Is magic itself a living creature or demon that we must negotiate with? Or is magic simply a means of following our destiny? If human beings have a True Will, then following it must lead to their ultimate path. When this path is clouded by sleep and illusion, then trying to Awaken will allow us to see what is already there, written in stone. Awakening and magic are intertwined; a successful magician cannot have one without the other.

The Power of Fanaticism

Last night I watched *The Beastmaster* (1982) for the 99th time or so. As a kid I was lucky enough to have HBO in the house. And back in the 80's, HBO was affectionately given the new acronym, "Hey Beastmaster's On!", rather than Home Box Office. Or later on TBS, "The Beastmaster Station". Yes, that movie was on a lot. And I watched it

every chance I could get. However, I'm not going to dwell on the animal loving swordsman, but the psychology behind the antagonist of the story, Maax (May-axe) and his followers. Maax was an evil High Priest in charge of the temple. He and his cultists were fanatics. The bald, crimson robed priests were so hardcore that they willingly died or committed suicide for their religion.

Now, I don't condone suicide, brainwashing, or totally losing one's identity in favor of an ideal. Those concepts create an organization of fodder, not productive individuals. Nevertheless, there is a certain fascination and strength in fanaticism.

Why is that? Why are we in awe and sometimes in fear of religious fanatics and true believers? Maybe it's because they have a conviction which most people do not possess; an alien, unknown quality which sets them apart from, and sometimes above, their common man? Their self-created reality is as unshakeable as a rabid pit bull and unmovable like a giant stone monolith. Their entire Will is focused on just one thing: God; and everything else trickles down from there. One God or many Gods (doesn't really matter in the end), is the pinnacle of every religion. This divinity is the source, the creator, the provider, the answer, the end, and the one who rewards.

Fanatics cannot be reasoned with. You can't argue them out of their position. Their beliefs are part of them; they are inside a fanatic's soul. Those who are truly devoted to a God will not compromise. They know a higher power illuminates their way and guides their actions. They have no doubt that they are right. Fanatics have faith that God's

Will, and thereby their Will, shall be done. Fanatics have clarity, they know God's plan and feel satisfaction when carrying it out. Fanatics cannot be stopped. No form of punishment, psychology, or control can stop them from believing. And until fanatics no longer believe, they will do what they have to! After all, what are concepts such as life and death to a servant of the divine? Just a means to an end...

Anything is possible when one considers quantum physics and the philosophy of possibility, the malleability of reality, the openness of our universe, the fact that there are no facts, that reality is dynamic and unstable, that nothing is inherently true, and that we are totally in control of our own reality, our own personal truth. Everyone lives in a bubble... an individual paradigm of their own choosing, even though most consent to this world unconsciously.

Everyone also lives in a larger bubble called Generally Accepted Reality. This means that everyone lives in the world as most of us generally accept it, although each one of us adapts this larger bubble slightly to fit our unique worldview. If you're unsure whether or not you live in Generally Accepted Reality, then ask yourself... "Is there anything I believe in, anything that I take for granted because the people around me do?"

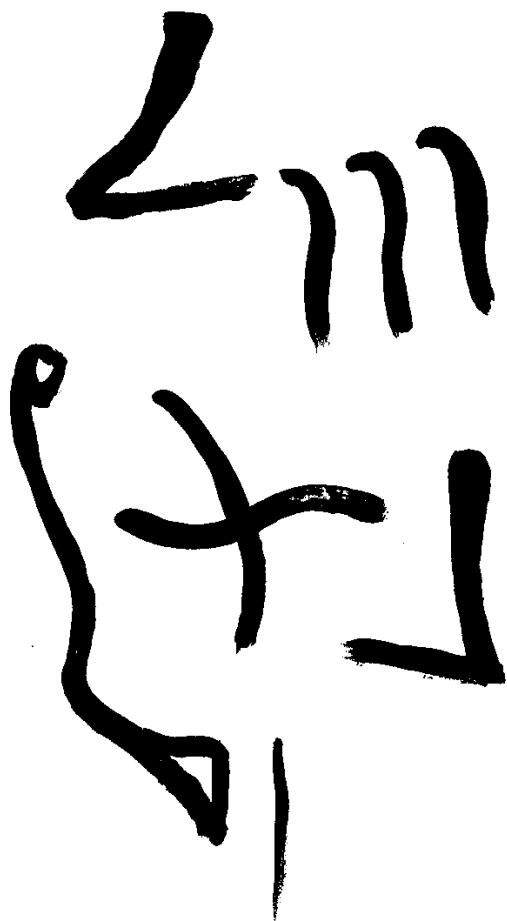
For instance, some 20 year old girl who weighs 90 pounds might believe she is obese; some 40 year old man might believe that he is too old to pick up a new hobby and master it. These are examples of what we tell ourselves. These notions change our reality even if they aren't recognized by others as real; they seem real to us and that makes all

the difference. In the end there is no real and unreal, there is only perception and belief.

So why not create your own belief system, knowing full well that it is you who are the author? What makes that system more or less believable? Not a thing. In fact, the more you believe something, no matter what it is, the more it becomes true for you, it starts altering your reality. In this way, fanatics are the God-creators... they are like Gods themselves. Unfortunately, many fanatics usually can't see the bigger picture: that their reality is not the *only* possible reality. This is what creates self-delusion and even insanity. Each person should understand that one giant reality for everyone does not exist; each person has their own view of the world. The majority of people more or less agree on an inclusive reality. They blindly accept what others tell them is real.

The Cult of Cthulhu also has its share of fanatics, members who are highly skeptical of Generally Accepted Reality. People who tell them that, "this is real, that is not", are quickly discounted and ignored. One cannot speak for all. Cthulhu Cultists create their own reality. That self-created truth changes their consciousness as well as the physical world outside. This mind altering state is what makes magic possible. And what is magic if not a new and self-imposed view of what is real? Every religion, reality, revelation, and revolution needs powerful believers, fanatics to keep it alive and make it grow. In this regard, the Cult of Cthulhu is no different.

So the next time you watch The Beastmaster or any show involving extremists... just look for the insane gleam in their eye and remember that I carry this same glimmer.



The Sigil of Death

XI.

Demi-gods trapped within worlds of light

In these apocalyptic times, men of action are needed... men who do battle with everything around them; for the world is a wretched and pathetic place.

The universe is older than we know. Powerful beings separated and emerged from The Source aeons before this universe was grown. Some of these powerful beings were the Old Ones. Others we call the Lesser Gods. The Old Ones would not bow to the original source and so the Dark Gods were cast out. The source gave way to forces of light that wished to perpetuate their own idiotic, comfortable, and subservient existence.

These beings of goodness, peace, and humility created the universe as a prison for all mortal life, but it was the Old Ones who banded together to become one ultimate God: the formless black essence. This singularity of Will made men out of apes. With Their influence, human beings evolved; yet they were still trapped inside the prison.

From Outside the universe, our Ancient One fathers offer us cryptic knowledge. These unutterable secrets allow us to complete our evolution so that we may progress to be-

coming a Demi-God. Such a blasphemous gift is our only salvation as well as our key to altering reality itself.

Stages of Awakening

In my exploration of the Fourth Way in combination with the Left Hand Path, I have discovered three separate states of Awakening. Without knowing about these states, an initiate might very easily lose his way.

I have talked with Cultists who practiced self-remembering only to find themselves stripped bare, devoid of feeling or emotion. A vast emptiness consumed them, and they were left with sensations of cold, terrifying clarity. While disorienting, Cultists should not be alarmed after experiencing this first stage of Awakening.

After this initial feeling of nothingness, comes a calm joyfulness. Entering this second state allows a Cultist to build energy, discipline, and understanding. The second state comes after the Cultist has become familiar with the uncomfortable and distressing first state of Awakening.

The third state of Awakening is the payoff, the most exciting part. This state of being utilizes directed, conscious force. The Cultist creates goals and then uses his Awakened consciousness to achieve them.

To recap: first is nothingness, second is understanding, and the third is creating.

These are the three states of Awakening. If you've only encountered the first state, then it's no wonder that it feels strange and possibly even horrible. Keep trying to consciously exist in the present moment and eventually you will reach the second stage. Finally, after months of training, the most rewarding state will unfold. Reality will obey you rather than the other way around.

Practice daily, and be encouraged by your progress. Many have never even reached the first stage.

Conquering Death

When a Cultist is Awake, then he has already transcended the boundaries of space, time, and reality. He knows that there is more to the world than what his senses tell him. While ancient and modern man slept, the force of his Will atrophied like an unused muscle. But now the infernal wizard knows that it is the source of his strength. This powerful realization burns a hole right through the fabric of "what is real". The magician remembers himself and casts his aetheric third eye upon the true world. He can keep his core self, the soul, and continue living even after his body dies.

Without the fear of his identity dissolving into oblivion, a Cthulhu Cultist is free to do as he pleases. He may set his mind to conquer whatever needs to be overcome. Manifesting an Awakened state is just like being reborn... living for the first time, persisting without boundaries and outside natural cosmic laws. In fact, the very notion of his

deathless Will should invigorate the Cultist to new acts of conscious force.

The appeal of the spectrally macabre is generally narrow because it demands from the reader a certain degree of imagination and a capacity for detachment from everyday life. Relatively few are free enough from the spell of the daily routine to respond to tapplings from outside, and tales of ordinary feelings and events, or of common sentimental distortions of such feelings and events, will always take first place in the taste of the majority; rightly, perhaps, since of course these ordinary matters make up the greater part of human experience. But the sensitive are always with us, and sometimes a curious streak of fancy invades an obscure corner of the very hardest head; so that no amount of rationalization, reform, or Freudian analysis can quite annul the thrill of the chimney-corner whisper or the lonely wood. There is here involved a psychological pattern or tradition as real and as deeply grounded in mental experience as any other pattern or tradition of mankind; coeval with the religious feeling and closely related to many aspects of it, and too much a part of our innermost biological heritage to lose keen potency over a very important, though not numerically great, minority of our species.

H.P. Lovecraft



XII.

Still beings of flesh

For all our time spent fine-tuning consciousness, astral traveling, and strengthening beliefs... we are still physical beings. We are flesh, bone, and blood. What is more necessary than going after what you desire? What is more important than following your appetite!

Though we may be aspiring Gods, magicians must live in the real world. Every being in this universe exists under a set of laws. Some of these can be circumvented, others cannot. When a mage places himself under the laws of this teaching, then he is released from the universe's authority. Since the universe is a system of control designed to keep mankind asleep, freedom is utterly crucial. Self-discipline replaces the bypassed universal laws; this is the Magician's Code. It takes time, effort, and determination... but that is the price of liberation.

Not only must Cultists focus on spiritual matters such as maintaining an existence after the death of one's body; but they should also concentrate on improving the life they are presently living. Achieving real world goals is just as important as struggling to Awake and freeing the Dark Gods. In fact, a Cultist will probably find the skills needed for the

former are also required for the latter: time, effort, and determination.

Sexuality

Sex is an important part of human life. Rejoice in the carnal aspects of existence! Sexual activity satisfies recurring lusts, improves the mood, and helps free certain energies. Additionally, it improves our lives and sometimes creates new life, new soul energy that will hopefully find its own path instead of settling upon the crudest of states: fuel for the Lesser Gods.

Though Lovecraft's own life was relatively free of conscious urges and perversion, his subconscious was teeming with unwholesome preoccupations. He was assaulted by what he could not face and compelled to lubricate his prose with sexual subtext and unspeakable, deviant offerings. It is little wonder, since the Old Ones themselves hunger for vile gratification!

Men and women who are attracted to the Left Hand Path are generally more interested in alternative sexuality. Perhaps the attraction to abnormal sex is related to the same mental patterns that see the world... differently than humanity at large. Lust is connected with life.

The Old Ones need flesh; need to reword Their hideous genetic mark in order to advance humanity. Mankind is caught between ape and God; however, there are many

steps in between. Currently, man is stuck and needs drastic measures to show him the truth.

In times of ritual sex, Yog Sothoth may work through the priesthood. When the Old One has been called up, the Cultist may fertilize a female laid upon the altar. The hellishly consumed celebrant will become a vessel for Yog Sothoth just as the waiting female will become a vessel for the Cultist; thus replenishing humanity with Their unwholesome seed.

While the Cult of Cthulhu promotes strange fetishes, ritual orgies, and sex magic; however, participation is not a necessity. Sexual crystallizations are unique.

Polygamy

For awhile now, I've believed that polygamous or polyamorous relationships might be the most desirable situation for Cthulhu Cultists. For those who are unaware, polygamy is the practice of having more than one wife/mate at a time.

Certainly, society and government should stay out of a person's life. Would anyone want their country to have authority over their religious views or love life? Personally, I resist the idea of entering a legally binding marriage. Why must the state control our sexual unions? This institution is part of our christianized society. Marriage does not reflect the needs of the lustful libertine; nor does taking a single wife (or husband) support the needs of our

dark spiritual community. Cthulhu Cultists, just like Satanists, are born and not made. Therefore, black magicians should have more opportunity for pro-creation as they take their ghastly pleasure.

If a Cultist wants to engage in a legal marriage, then that's his business. However, a magician should have the option of taking multiple concubines, girlfriends, or "wives" if he wishes. Why not more pleasure for the hardened warrior?

XIII.

Governing the sane

Eventually, all things rooted in this world break down. And so it follows that one day the world's political systems, the systems of human control, will also decay.

What can we expect? And an even better question... what can we create to fill the void?

For a government to endure, its structure must come directly from Higher Mind, from Outside.

One night, an unearthly squid will erupt from an emerald green trapezoid, and this shall be the symbol of Cthulhu's Cult. Three tentacles will comprise the governing bodies: magic, religion, and philosophy. Thus a new age of darkness is born; an old age of darkness returns. Exalted are the beasts who understand what can never be seen!

We will forge a new order, a Lovecraftian Theocracy. Rule by the Old Ones as well as Their disciples, emissaries, and servants. International governing bodies shall be replaced by Cult of Cthulhu Grottoes, and we will guide humanity through the next stage of evolution. Otherwise, universal entropy will force mankind into pointless wars and mindless destruction. The forces working against mankind's

evolution will plunge him into a negligent civilization of ignorance, weakness, and servitude.

History has shown all too clearly what doesn't work. Rule by one, an emperor; not since ancient Rome (with shades of Napoleon) has this been tried. Rule by a few, kings, medieval Europe has come and gone. Rule by a council, a republic, democracy... all these are failures. Spiritual rule by the white-light religions simply hold mankind back.

Black magic is the new law; ritual chambers shall become our courtroom. With such undreamt of power, the Cult of Cthulhu shall uphold the Will of the Ancient Ones because Their Will is congruent with mankind's evolution! And when They emerge from their shimmering, luminous rifts in time and space, our organization will be there to usher in the change.

Our religion is built upon flawed logic. The worship of Lovecraft's hideous Gods doesn't make any rational sense... that is its strength and that is its key! Only by alien symmetry can we approach a Greater Truth which is, by its very nature, nonsensical.



XIV.

Magic free-for-all

There are many ways to practice magic. The Cult of Cthulhu believes in using whatever works best for the individual. As long as the magician finds it aesthetically pleasing, it's fine.

The following chapter contains three Cthulhu Cult rituals. These are examples of what a sorcerer might include in his own personal magic. Each has worked well for me and can be used by Cultists as written, but feel free to alter the wording as best suits you. Reality is not concrete and neither is the black art. But in this chapter, we will look at the very code which our sorcery manipulates.

The Conscious Mind

This is what we are currently aware of. The text, as opposed to the subtext. A magician can change parts of his conscious mind very easily. All he needs to do is re-wire his thoughts, attitudes, and beliefs. Wizards need to rely on their conscious mind because it makes all the decisions like where to go for lunch or how to solve a problem.

Unfortunately, the conscious mind is manufactured and controlled by the universe. Aside from being divided by our multiple "I's", our conscious mind is almost totally informed by what we see, hear, touch, taste, and smell. Since this world is an illusion, it follows that consciously we are asleep... or rather we are not actually conscious at all. The conscious mind is spawned from the unobserved prison.

Only the subconscious is truly ours. That's why magic must be spawned by the deeper mind. I have only one other thing to say on this subject: KNOW THYSELF. A magician who knows who he is, his strengths and his weaknesses, is all powerful. This is the mage who has successfully observed himself.

The Subconscious Mind

The subconscious mind is also known as the unconscious, or the intangible stuff in our minds. Subconsciousness goes beyond just our mental thought processes; it goes even farther down the rabbit hole. There is an unexplained field of energy and possibility that can be directed by human consciousness. Sometimes this relationship is so subtle that we cannot knowingly manipulate such forces. This is where the subconscious comes in. Without being aware of it, we exude a sort of vibration that is picked up by the formless black essence behind reality.

This energy field can be affected by our human energy, our consciousness. This means that an individual's Will

can distort reality, even control it. This is an impossible task for those who believe that reality is fixed and concrete because this dimension of possibility takes its cues from each separate person. That is also why one person's reality is not the same as another's reality.

A magician needs to be careful what goes into his subconscious mind. Random impressions are inevitable, but too much extraneous data will only cloud his soul. The mage can learn to control certain information, and he should do so because his self-image is crucial. All human beings take cues from the outside world and use this information in order to construct an identity. A wise magician will create his own self perception rather than have it created for him. He does this by conscious reinforcement... which eventually filters into the magician's subconscious mind.

You see, it's a two-way street between the mage and reality. We control it... and it controls us. Whoever is stronger shall determine what truly happens.

Neuro-Linguistic Programming is well aware of the subconscious' affect on the conscious mind and reality. We are who we tell ourselves we are. If you repeat a phrase, visualize an event, or concentrate on a sigil; then that idea will embed itself in a magician's subconscious mind. Appropriate information leads the mage to a new, higher state of being. What is appropriate? Well, that depends on who the magician wants to be? Look to role-models. Who do you idolize? Who would you like to resemble? Whatever your answer, use this person as a model to create your own version of you!

Hopefully, the magician is wise enough to fill his subconscious with fruitful things rather than self-defeating garbage. Foolish is the magician who reinforces the idea that he's a failure, unsuccessful, or insecure.

Sacrifice

The Cult of Cthulhu is against animal sacrifice, even though several traditions use the death of animals to fuel their spells.

On the other hand, we *are* in favor of human sacrifice. At the moment it is illegal to kill human beings in order to energize one's magic and appease the Old Ones. As soon as this law is done away with, however, human sacrifice will resume just as it did millennia ago.

Enemies make good sacrificial victims; as do the sheep of this world... the ones who cannot hope to grasp our lofty ideals.

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Three counter-seals used to free the Great Old Ones.

Rituals

What is a ritual? It's more than something to say, something to do. A ritual becomes the portal to other dimensions. There are energies all around us, patterns benign and malevolent; however, they are impossible for the average person to discern. Rituals break down whatever it is that blocks the magician. Magic allows the mage access to a new universe of opportunity. In order for his Will to be understood by such hideous forces, he must formulate his desires in the language of darkness.

Here are three Cult of Cthulhu rituals that will serve the ambitious wizard.

Additional rituals can be found on the Cult's website:

www.CultofCthulhu.net

The Baleful Rite

(A dark place, a green illumination, and dark ambient or tribal drum for background resonance)

From the nighted, aimless eye of Azathoth to the enigmatic and hungry breadth of Yog Sothoth... I call upon the Great Old Ones. Steal yourselves from that black abyss wherein you purposefully wait.

Eeyash Eeyash! Igrog sta kheen. Eeyash!

Doubt, indecision, ignorance, in-fighting, and apathy will plague the house of mine enemy. What they have built shall be undone. Momentarily, their insight into the true nature of the universe will reveal the abhorrent position in which they find themselves. The seeds they have sown will grow in darkness, twisting and writhing like our Sleeping God's tentacles!

Zethkai. Iagga Shan'hazack, Zethkai. Zethkai.

In the beginning, we were slime from the stars. The Elder Gods gave us form.

We are the strong, the wise, and the courageous... to choose monstrous loathsome evil over all mankind... that is the power of our insane beliefs. Pleasure is ours to take as we will. The Cult of Cthulhu indulges itself as it mind-

fully accepts this life's limitations. They who are friendly to us shall understand our ways. All may benefit when the Horned One approacheth!

The Ancient Ones are evolution, Their influence knows no end.

This is my intent and I demand to be heard, both servant and master of the Ancient Things....

(Intent is now stated)

The malevolent octopoid shape, eldritch green and seething... suggests a tower of devils ululating, thirsting, slaying and yammering. Dread Cthulhu who begins to Awaken, I leave you refreshed. The color of your embryonic shadow grants me foul nourishment. Sacrificial blood is the water of life. A million tributes to Satan, Nyarlathotep, Shub Niggurath, Hastur, Tsathoggua, Tsalal, and Satanis.

Eeyash Eeyash! Igrog sta kheen. Eeyash!

Zethkai. Jagga Shan'hazack, Zethkai. Zethkai.

Ia Ia, branth hez Yaleska' hesh. Voorick Annyah...

Hail the Formless Black Essence!

So it is Willed by my hand!

The Ritual of Becoming

(In darkness, by candlelight.)

I summon Those Who Came Before, the Ones of Old.
Awaken and listen to your servant...

I AM here, horned, slimy, gruesome, and unholy Masters.
The demons of the ancient chasm share my soul – viscous
green and dripping from Cthulhu's tentacled mind. So
incomprehensible is our Drowned Lord, so unclean His
presence, so dark and contemplative is His manner.

One thousand gateways opening into the Great Singular
Void.

As I see this universal model, I shall know its weakness
and limitations. I AM stronger than this world. By the
foul, corpulent stench of the Elder Things I travel through
the astral dimensions. Passing by alien caverns, purple
skies, and sunken cities I journey to the end of time... be-
fore the universe was born. Where the Old Ones rule.
Their crimson thrones like a gluttonous abattoir. I kneel
before the Fathers as They offer obsidian gestures.

With sword I shall rend the unbeliever. With dagger I
shall cut the infidel's throat. With my Will I shall cast the
faithless into my Hell.

Satan who is Yog-Sothoth, last libertine of the flesh, look
well upon my offering. Before you I penetrate my concu-
bine(s). Lust has its own agenda, working through me.
The more soul energy brought into this world, greater is

the chance that an Overman will break through. The orgies of indulgence cleanse the virtuous weakness that seeks to restrain us.

Give me aid, Powers of Darkness! I beseech you; grant me strength to annihilate this false paradigm. We are now the masters... killing and reveling. In your loathsome name, I spread the wisdom as tentacles erupt from the forbidden subterranean doorways!

Hail Cthulhu!

Hail Yog-Sothoth!

Hail Satan!

So it is Willed by my hand!

Hymn of Nothingness

(Can be recited anytime, anywhere.)

There is nothing.
Everything washed away.
New shapes rise from the first city.

Primordial lighting flashes
Over blackened water
Howling to be understood.

With my left hand
I take the soul
And give it to the Old Ones!

XV.

Cult of Cthulhu

The Cult of Cthulhu is a sorcerer's lodge following the Left Hand Path, the road of self advancement. Official members work with occult secrets of an alien and sanity shattering nature. Sometimes described as Lovecraftian Satanism, the Cult of Cthulhu seeks evolution for a select fragment of humanity.

Anyone can be a casual member of the CoC; however, three inner degrees comprise the order's main body. And these Cultists will take possession of startling secrets. Most people don't want understanding, they want comfort. We are not most people. Official members of the CoC struggle to raise their knowledge and being. As our organization grows in strength, so the individual magus will rise up to claim his infernal birthright.

Belief structures reality. We choose what to believe in and our beliefs influence "reality". Our consciousness has a direct effect on the world around us. Discover the nuances of this relationship, and there are few things a sorcerer cannot do.

Cult of Cthulhu Degrees

Messenger of the Outer Angles: This degree describes unofficial Cultists and supporters of the CoC. There are no rules, no fee, no responsibilities, and no examination. Messengers of the Outer Angles cannot join an official CoC Grotto.

This is the base of the pyramid. Those who take the lowest risk receive the lowest reward. Messengers of the Outer Angles are encouraged to join the Cult of Cthulhu / Order of Absu yahoogroup and Cult of Cthulhu forum. They are also welcome to contact the High Priest and official members to see what the CoC offers.

Herald of the Old Gods: This is an active member of the first inner degree. They receive proper instruction and advice which allows them to awaken and break down the barriers. They are given a magical name, a few rules, few responsibilities, and are asked to give a small lifetime membership contribution. There is a short application to fill out before being accepted into the Cult. A Herald of the Old Gods may join (but not lead) a local CoC Grotto.

This is where initiation starts. This inner degree is the backbone of the organization. It may be the lower stratum of the pyramid, but still vitally important role. Heralds begin to learn the secrets and implement the Great Work into their lives. All Cultists must enter the CoC at this point before applying for a higher degree.

Wizard of the Terrible Darkness: This is an active member of the second inner degree. Initiated into the deeper mysteries of the Ancient Ones, these Cultists have proved themselves to the Cult. Wizards are given a second magical name, more rules, more responsibilities, and more commitment. There is a longer application / examination, and reading list. Wizards may lead a local CoC Grotto.

Wizards of the Terrible Darkness go above and beyond the call of duty. They are the middle echelon of our pyramid. They get things done. It takes a certain amount of discipline to become a Wizard. Once this degree is entered, the Cultist will never be the same.

Priest of R'leyh: Active member of the third inner degree. There are special rules, responsibilities, commitments, examinations, and a comprehensive reading list. A Cultist must be invited to join the Priesthood, he cannot apply. There can only be 666 members of this selective degree at any one time.

The pyramid's upper (and smaller) portion; this is where experimental magic is produced, and the Cultist comes into contact with the Hidden Masters. Priests are also responsible for promoting the Cult of Cthulhu.

High Priest: Cult of Cthulhu founder and leader Venger Satanis. He is the keeper of elder wisdom; he's responsible for making sure things run smoothly. He provides much needed direction.

The eye in the pyramid, the High Priest must see all and know all. He must be The Way: Godlike and beyond dualistic notions / concepts, i.e. good and evil, right and wrong, safe and dangerous, real and unreal, sane and insane.

Cult of Cthulhu Grottoes

Grottoes belonging to the Cult of Cthulhu can be as individual and specialized as their members. A local group of Cultists might center their magical work on Satanism, Yog Sothoth, Nietzsche, the stories of Thomas Ligotti, Chaos Magic, investigating mythic concepts such as the Satanic Grail or the Sith... anything appropriate to the darker side of things.

Grottoes themselves can decide how often they will meet and what they'll be doing - how they will implement this sinister teaching both individually and as a group.

Grottoes must be approved by the High Priest and lead by a Cultist of the second inner degree or higher. Each CoC Grotto must have at least three members.

Application for official Cult of Cthulhu Membership

Presently, the Cult of Cthulhu is taking applications for official membership. The following application will allow you to become a Herald of the Old Gods. Cultists must wait one year before applying to the second inner degree, Wizards of the Terrible Darkness. Ambitious Cultists are encouraged to stay in frequent contact with High Priest Venger Satanis, as well as, members of the Priesthood.

So if you think you have what it takes to become a serious black magician in the Cthulhu Mythos/Satanism/Chaos Magic vein, then this is what you need to do...

Type out the answers to these 9 questions (3 to 5 sentences per question):

- 1. Why do you want to join the Cult of Cthulhu?**
- 2. Define your personal view of Magic?**
- 3. Define your personal view of any one of the following Gods: Satan, Cthulhu, Yog Sothoth, Nyarlathotep, Tsalal, Set, Satanis, or other evil deity...**
- 4. Do you believe in an esoteric wisdom that, when correctly applied, can change reality?**
- 5. Have you studied the darker aspects of the occult (if so, then what have you studied. if not, then why haven't you?)**

6. Do you believe in yourself?

7. Compare and Contrast two H. P. Lovecraft stories?

8. What do you do for fun, recreation, hobbies, etc.?

9. What are your goals?

(Include your name, address, and date of birth)

Along with mailing this application for the first inner degree, you will need to enclose a money order of \$50 to this address (this is the lifetime membership fee):

Darrick Dishaw
Aberdeen Office
437 W. Gorham Street
Madison, WI 53703

Why a fee? The \$50 contribution goes towards offsetting the cost of maintaining the www.CultofCthulhu.net website and forum, Cult promotion, and metaphysical investigation. Additionally, the contribution is an investment in one's future. It shows established members that a Cultist is committed to working in our paradigm. As the Cult of Cthulhu grows, so shall its members. You get out of life what you put in.

XVI.

System of Dark Occult Science

Until now, the System of Dark Occult Science was only for those who had officially joined the Cult; however, this Cult of Cthulhu bible you hold in your filthy, scabrous hands is the expansion of the SoDOS. So why not let the world see?

Welcome Cultist! Your demonic soul has led you here to me and the Cult of Cthulhu. You are now an official member, a Herald of the Old Gods. What you do with this sacred and mystical degree is up to you; each black magician has the power to become a greater being or wallow in one's mere humanity. Each moment of our lives we have a choice.

The SoDOS is now in your hands, broken into three parts. Three is the number of selves, three is the number of forces, and three is the number of paths.

This organization is influenced by the Fourth Way, Satanism, Chaos Magic, Thomas Ligotti and H.P. Lovecraft.

Many of you have probably been exposed to some of these. The Fourth Way is probably the least known and

understood influence. The good news is that the "worship" of these 4th way ideas is so slavish that very little is re-interpreted or modified. So you're basically getting the ideas as they were written by the founders, Gurdjieff and Ouspensky. The bad news is that the "worship" of these ideas is such that no advances, leaps, or improvements have been made since this teaching was first offered. If you take some strange approach with the 4th way, then many will come out of the woodwork to criticize you.

Sadly, this kind of formative thinking is all over the place. It's like modern Satanists who can't get beyond LaVey; chaos magicians who have the power to re-create reality as they choose, yet *prefer* to be an armchair mage; even many Lovecraft aficionados resent our taking of the Cthulhu Mythos literally!

It is my Will that the Cult of Cthulhu take some refreshing leaps in all of those areas... the 4th way, Satanism, Chaos Magic, and Lovecraft.

A brief explanation...

The Fourth Way is a teaching of man's potential as a self-developing being. He has the chance to awaken from his sleep. The book called, The Fourth Way by P.D. Ouspensky is one of best resources.

Satanism is a religion of indulgence, lust, power, and black magic. The Satanic Bible by Anton Szandor LaVey is probably the best resource.

Chaos Magic is a kind of eclectic sorcery for the post-modern age. The magician borrows the most aesthetically pleasing magical traditions and forges his own system which gives him results.

Any Story by H.P. Lovecraft will aid the magician in his work within the Cthulhu Mythos current. The next best writer, also a kind of philosophical prophet, is Thomas Ligotti. Read them both and learn of the horrifying cosmos around us.

You will also be given a magical name now that you are a Herald of the Old Gods. This magic name will be your key to the outer gateways. Each person has the potential to "activate" and utilize their magical self. Or some might see it as a demonic self, alien self, etc. This alternate persona is how you travel from objective reality to your own magical subjective reality and back again. Your new name can represent anything you choose. Take time during meditation, ritual, or whenever you can to embellish this magical counterpart. As it grows, so you will grow in power.

Part One:..

As Above, So Below

A man is not one, he is many. Various selves reside inside him; none of them are coordinated or even aware of each other. One minute a certain "I" is in charge, and the next moment a different "I" commands. From this we realize that man does not know himself, that he has no central "I", that he has no True Will. Each "I" or partial self is a representative, a facet, an outer façade. Each "I" within a man is like a single head of a multi-headed dragon. Beneath these many "I's", is our true self, our essence. Everything else is simply *personality*. Recognizing this fact is the beginning.

Coincidentally, this is the same state of our pantheon. Man has many Gods. Each divinity defines a small section of the world. Some Gods overlap, some are opposed, and others are forgotten... hoping to rise again one day. The Cult of Cthulhu recognizes many Gods, for these Gods are representations, heads of a dragon. Cthulhu, Yog Sothoth, Azathoth, Dagon, Nyarlathotep, Satan, Diablo, Set, Loki, Tsalal, Lucifer... THEY ARE ALL ONE! Behind each God lurks a black essence, a dark energy of formless, chaotic, potency. This is the true self behind the "reality" we know.

Each magician must come to know his "I's". It will help considerably to arrange them into three groups. First there are the "I's" which want to work, to develop and be productive, the "I's" that seek something higher, the best

in us. These are the “I’s” that we must nurture. We must allow them to grow and master the other two groups of “I’s”.

The second group is composed of “I’s” that oppose the work. They fight against our evolution and spiritual ascension. These “I’s” are wholly negative and without value. However, it is impossible to wave one’s hand and banish them forever. A mage can see these “I’s” for what they are and dominate them, keeping them subdued so they do as little harm as possible.

The third group is composed of I’s that aren’t positive or negative, they are just there. These “I’s” easily distract a man, getting in the way of work. They are useless and must also be mastered.

Likewise, there are certain Gods, the Gods of the Left Hand Path, which must be honored and made strong... worshiped. These are the Gods that relate to our higher selves, the ones that desire us to awaken!

Part Two:..

How does a man know he is asleep? By trying to awake. Man lives in an unconscious state, that is, he is not conscious. He is on auto-pilot, asleep. Only by remembering himself can a man wake up. There are a few ways to do this.

1. He can try seeing himself from outside his body, looking at himself as if he were seeing with eyes from across the room.
2. He can say to himself, "I am here, now."
3. He can realize that he has been sleeping and struggle to focus on paying attention, watching, being mindful.

Being asleep means that we live passively. Life takes us on its current and we drift through it. Awakening, or Self-Remembering, is living actively; being in the present moment, aware of oneself and the world around one simultaneously. This is hard to do, especially for extended periods.

Because it is difficult, and necessary, we must struggle to Awaken, or Self-Remember, at least three times each and every day. Try to stay awake for as long as possible. Be mindful of the clothes touching your skin as well as Outer Forces flowing through the aether...

Unfortunately, the novice can only manage less than a minute at a time. If one thinks that Awakening is easy and

one is doing it all the time, then he is mistaken. The Cult-
ist only has the illusion of deep mindfulness; he has not
fully attained that state.

Part Three:..

Human evolution was no accident. However, this black order of ours is an aberration of nature. You see, the world is designed so things CANNOT progress! There may be peace, prosperity, and higher levels of civilization for a time, but this is just a part of the natural cycle of birth, growth, decay, death, and rebirth... The universe only wants us to feed upon. The moment that we detach ourselves from the natural order, we can break the laws of accident. These are the moments one can take hold of one's destiny. They are rare and each Cultist must attune himself and focus. Visualize his magical self breaking free of this world's prison.

Unfortunately, most will either disregard our ideas or outright ridicule them. This is inevitable. Small minds bound by the world's illusions are everywhere. Humanity itself is a part of the giant machine which keeps all things unconscious and below their potential. The Old Ones know the way out; they are our creators, protectors, and saviors.

In fact, this whole organization very nearly didn't happen. And the universal drone of idiotic nonsense keeps me from pursuing my dreams... keeps all of us from achieving our desired results! The Cult of Cthulhu has been met with obstacles from all quarters. Most people don't like change, and they especially don't like change that comes in a frightening package... like slimy green tentacles! This works in our favor because fear is what motivates humanity, by and large. And we will use their fear to nourish ourselves!

I now give to you the words of power. Say each of these Malevolent Meditations (on the next page) three times a day for at least one year. After this year, you will be eligible to apply to the second inner degree.

Squirming Thing

Squirming Thing of the blackest reaches.
Crawling Entity that we cannot know.
Beneath the water of life you scream and whisper.

I AM

I AM the instrument of the Old Ones.
We are the servants of our Inner Power.
My demonic soul is Their dark consciousness.

The Change

The change is upon me.
Beyond the night my tentacles wave.
Blood thickens to slime.

XVII.

The Angles of Uoon' kalool

During my astral projections, I encountered many nightmarish visions. The most unspeakable of these was being in the presence of Great Cthulhu. Our God was on the other side of this transparent barrier, sickening blackish green and terrifyingly ineffable. With unimaginable force, He was pushing in. I could feel a similar pressure inside my brain, as if Cthulhu was trying to force His way into our dimension as well as my own consciousness.

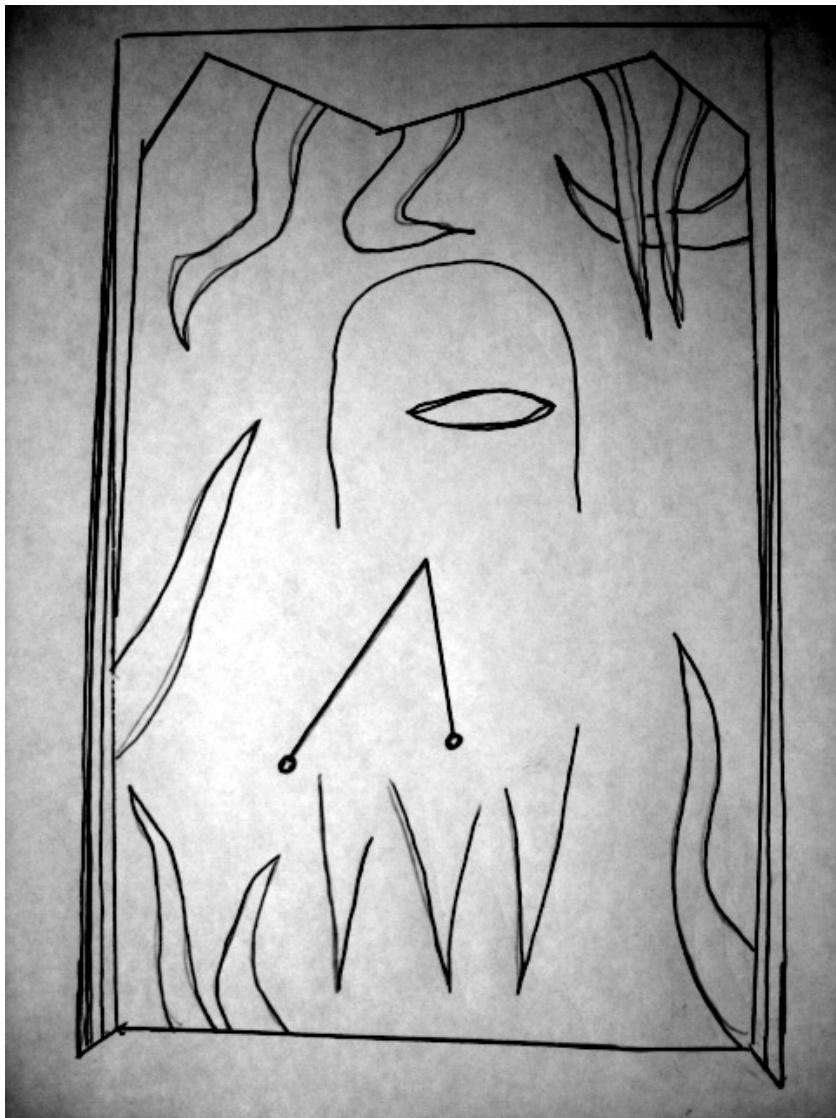
It was during such aetheric wanderings that I was able to see a shape which symbolized humanity's need, desire, and ability to break out of this world's illusion. This shape was vaguely trapezoidal, yet unlike anything I'd ever seen. It had a total of nine angles; each angle suggested a code, ceremony, or key. Additionally, every angle represented a color and aspect of the five elements: fire, water, air, earth, and consciousness. The shape was named, croaked with a guttural and disembodied reverberation... Uoon' kalool.

Here is my interpretation of these angles. Use these in your daily meditations, to uncover your own truth, or in Cult of Cthulhu rituals. First, a word of warning: They may be dangerous if read carelessly or without mental

preparation. The entities which these gateways release can never be driven out again. Approach all forces with friendship, but also with an air of self-assured dominance. Failure to do so may result in the magician's demise.

The First Angle represents exile from all the things one knew. As a Cthulhu Cultist comes to this elder wisdom, he realizes that almost everything he knew before this point is a lie. Only by exiling himself from his former paradigm can he begin the transformation.

This Angle can be utilized any time a black magician wants to leave something in his life. This could be a disappointing time period, unfulfilling relationship, or annoying career. Reciting these words in the ritual chamber will make the 'leaving behind' easier and more fruitful.



The First Angle: Magenta Fire

Es Gorah-toth Meek aye Gath rinkh Astorhath.

Dorate Blask ebth toh eskabnae reerideth

Uoon' kalool

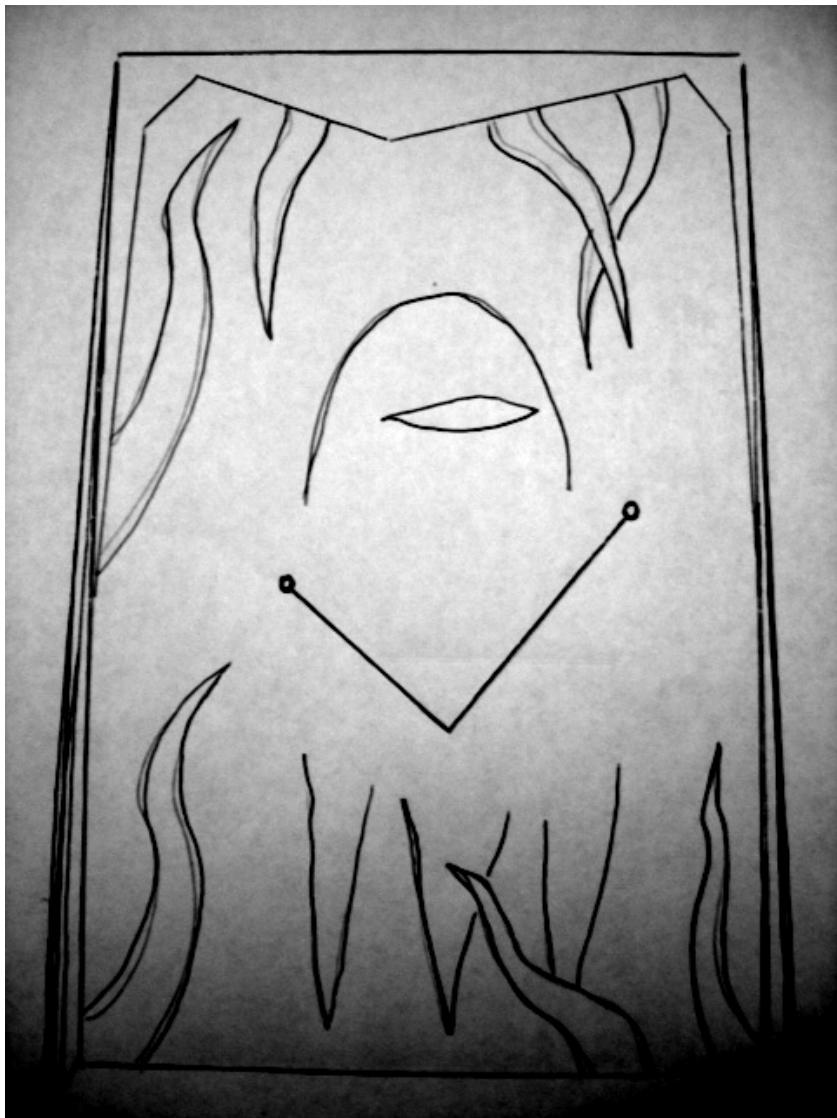
Piamoez zodiredo Saitan Ia Ia

Cthulhu Sorenzo

Lagga

The Second Angle represents the struggle to know. This is the learning process, the abyss between what one is leaving behind and the place one is traveling to.

This Angle can be ritualized when approaching something new. The reciting of these words will allow the mage to have a fresh and open-minded perspective; useful before tackling an unknown challenge.



The Second Angle: Black Water

Ith Rossadeg Goar Gogith'kai casarema

Vaurelar to-et pahreji Naja

Isqua Taleknesh Zibza anchor

Ak-behy Ak-behy Uoon' kalool

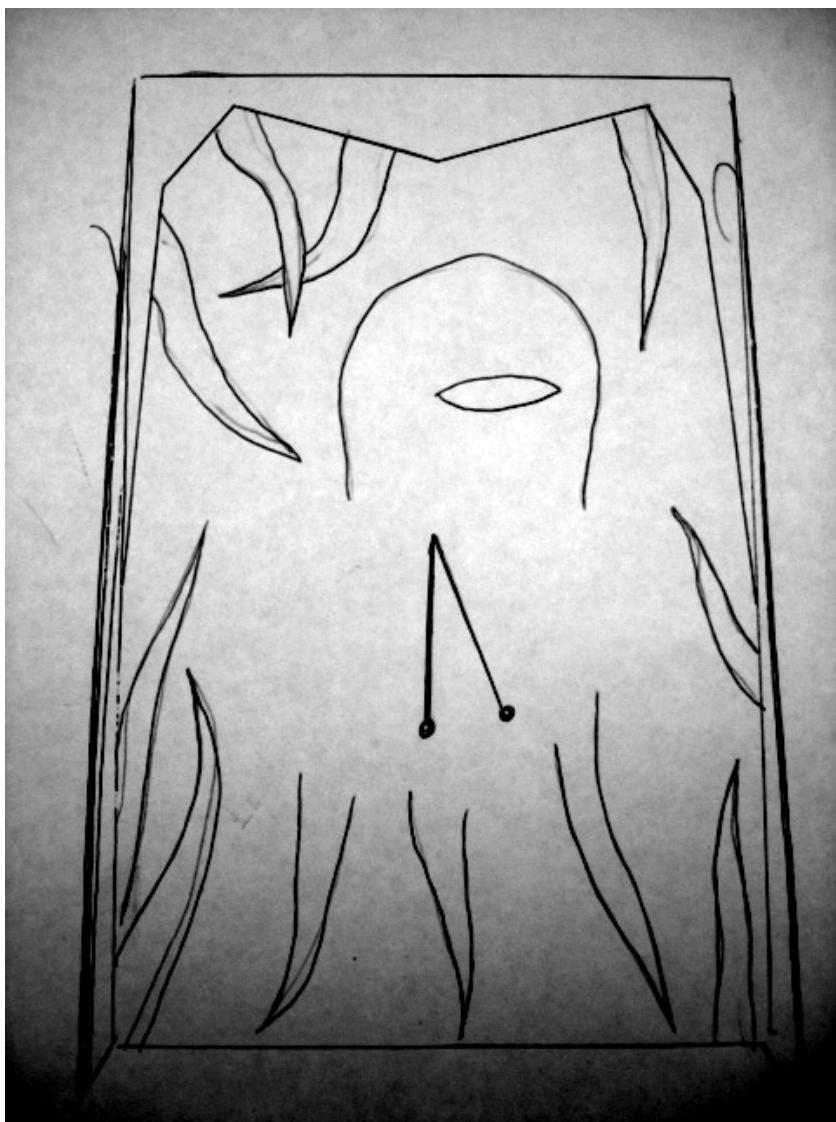
Durant' aktah Cthulhu ishtahn

Zaj-gagahmek Eeyash

Yethkai

The Third Angle represents the destruction of obstacles. Anything that is in the magician's way can be dealt with. Obstacles are a regular occurrence, but they need not divert one's true path.

Simply recite these words in the ritual chamber to destroy current obstacles and prevent new ones from appearing. In this case, an obstacle could be anything from petty bureaucracy to a human being. A magician must tread the road he was meant to walk, and it is his destiny to clear the way.



The Third Angle: Orange Air

Gigipahe Ill-katheen Draegor Iksss

Azathoth elubrae Nekpa zazigor

Ipshae jezir mamonah pahreji zodiredo

Ubath'la Zaemiel kashto nazda bahl

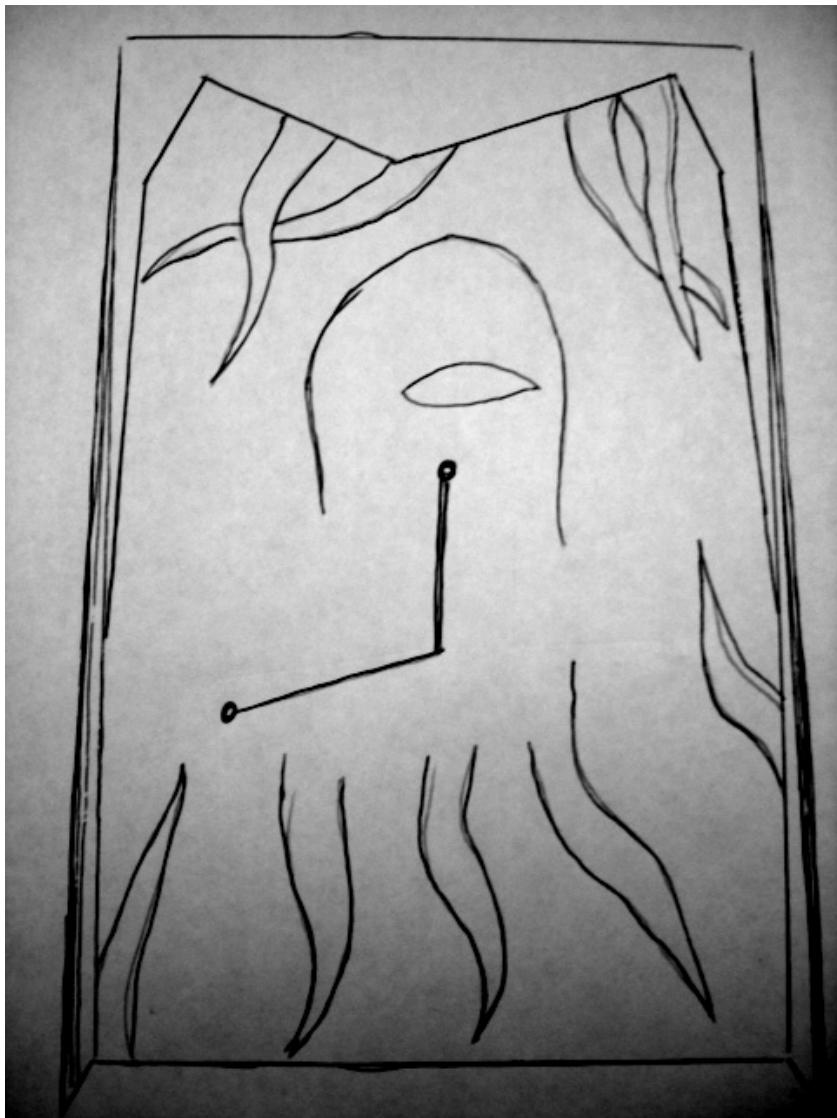
Ibtorka iyath sha

Resparitee kriet'gth Cthulhu

Ph'nglui manskrite ZHRO

The Fourth Angle represents Awakening. The mage must prepare his mind before understanding the situation, setting goals, and directing forces.

This evocation is a preliminary measure to restore balance. A certain amount of mindfulness is needed before acting. A magician should recite these words in order to be aware of hidden choices. Useful for becoming the void, Awakening.



The Fourth Angle: Emerald Consciousness

Eeyash

Babilya Sorenzo kara' ka Zaj' gasht

Elubrae aktah Zulutan Bah'grog Ia Ia

Ikthbae Izratan heb neth nath' ra.

Cohm' tae Konza beretoth Jushjta

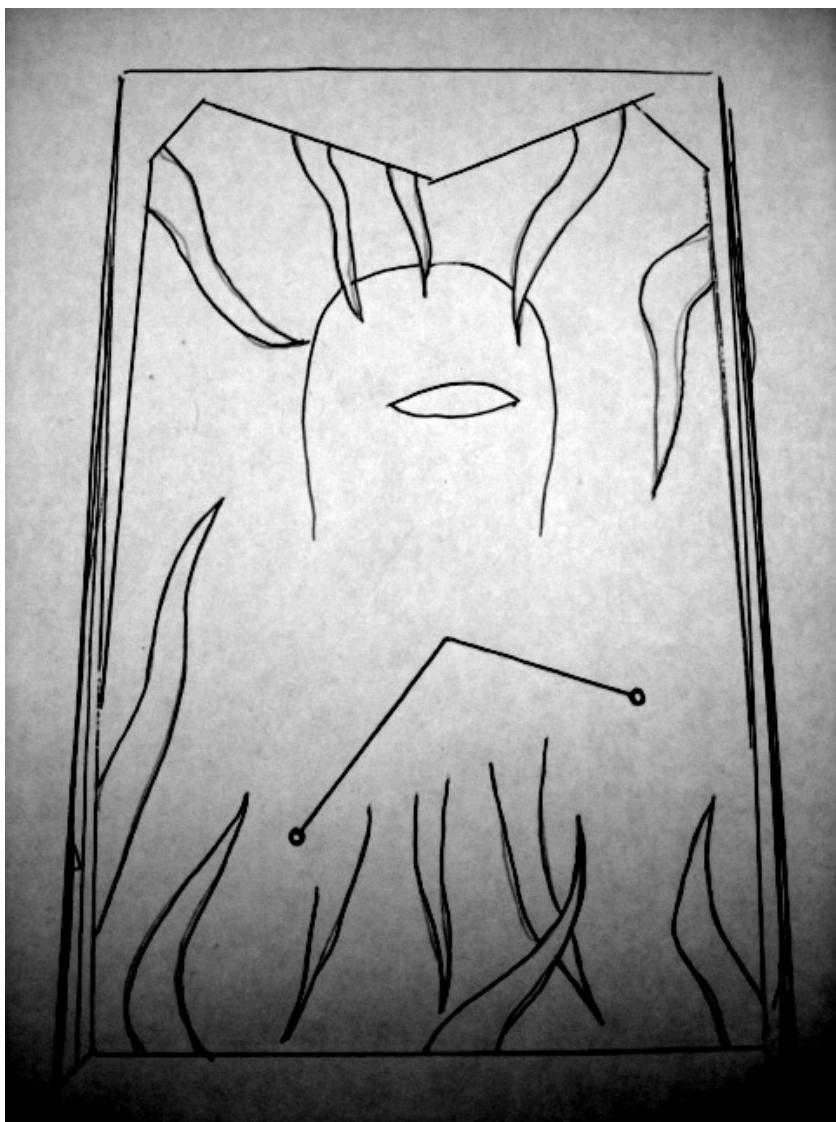
Gigipahé torezodul tsa

Pilada calaa Cthulhu geb'l wgah'nagl

Eeyash Aa-shanta

The Fifth Angle represents arrival. This angle should be used for giving thanks when one has arrived at the destination.

A magician needs goals to drive him, and he should expect to accomplish many of these. When he had done this, it is important to mark the occasion and praise the Old Ones for Their assistance.



The Fifth Angle: Crimson Earth

Soba imprek nab

Sapahe I-el

Adorahk sob' ha atahe corazo

Q' orhaneznet J'kasan sabt Cthulhu ahjhan

Fenotat dresbit canakon dasonuf

Nyarlathotep preshari naj

Gorotep septh northae

Reerideth 'nygh Leng

Yog Sothoth e'visht za

The Sixth Angle is for helping one's friends and family. When aid must be given to those close to the magician, recite these words in the ritual chamber. The Dark Gods will look favorably on the magician's friends and family. Everyone who wishes the mage success will in turn be successful.

Being simultaneously evil and altruistic is not impossible. On the contrary, the greatest wickedness can be carried out when striving for a higher purpose.



The Sixth Angle: Vile Yellow Fire

Forkateen hasht nab gastinsta zedroab

septh Gorotep kara' ka Cthulhu

noco mada q'umla Torinuta est

Ill-katheen kriet bestya hai' qoreen

Sooprune sta

Verinsta esbrekshta zad miranoit

Imprek iadanamor mas' itoon

Igrog xura hohn-tep Yaddith

The Seventh Angle is for acquiring sexual gratification. The magician should speak this evocation in order to acquire a satisfactory partner for intimate relations and lustful practices.

Many are the wizards who have sought their scarlet woman and realized their darkest dreams; or, in the Cthulhu Cultist's parlance, an emerald woman. Sex can open unique doorways of perception. There is strength in such indulgence.



The Seventh Angle: Aquamarine Water

Uoon' kalool irik hast

Inerfo Tahrone izzibatee kas

Cthulhu rai' hatquroon blaht za

Q' orhaneznet gorotep

Pleshten ziroob tai est Inanzorbae

Uoon' kalool irik hast

Kafjith Yuggoth hatheg

The Eighth Angle is for completing a magician's evolution. The Old Ones advanced human evolution to a certain degree; however, man remains unfinished. This Angle will allow the mage to become more (or less) than human. He will become sufficiently alien and demonic in nature... enough to bear the Old Ones' seal.

The mage who hath proved himself shall become like the Old Ones themselves!



The Eighth Angle: Violet Air

Umela Zortae Umth Orak

Ishbae tahn beshtor nathsoon

Cthulhu ebtansorat plie eskabnae reerideth

Pereda zorat corempta tai

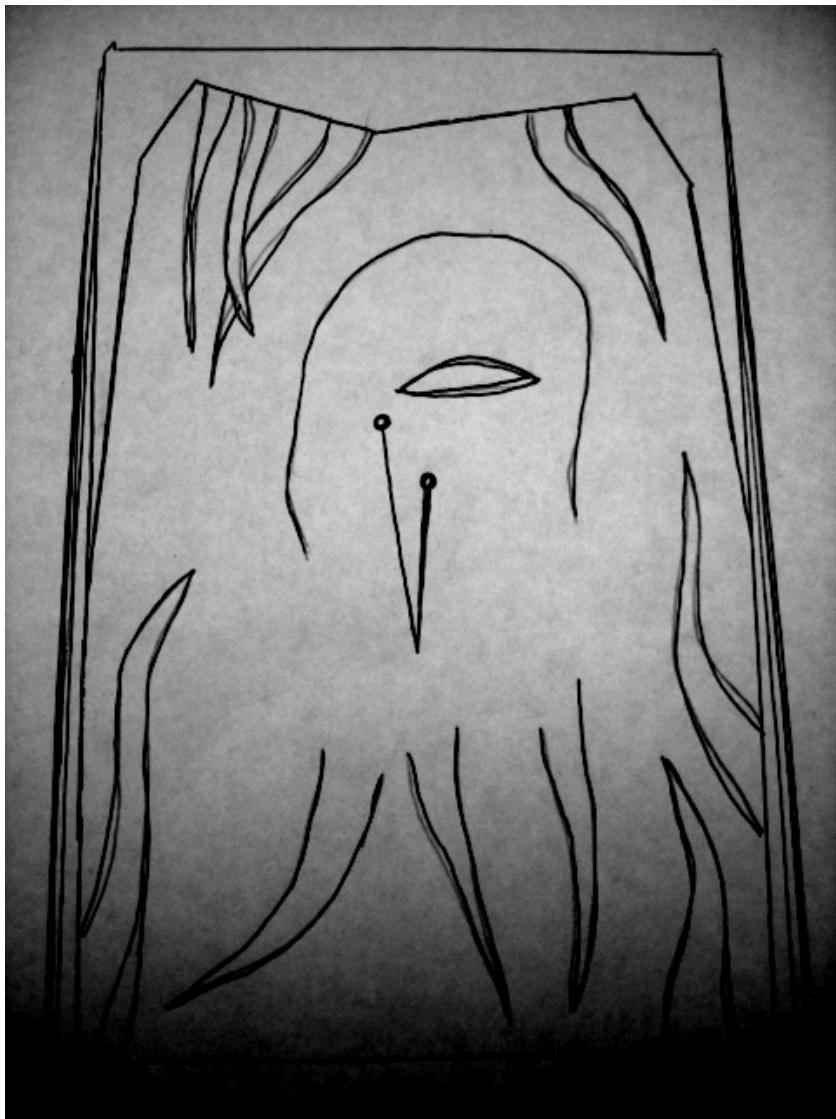
est hapthee noch Cohm' tae pilada

mada forada Zenik thasa' aeh

Plirakthorna tzaht hesht

Necronomicon fhtagn INGANOK

The Ninth Angle is for bringing the Old Ones into our dimension. Always on the precipice of our universe, the Ancient Things lurk in shadow planes of damnable, howling malignance. Reciting this angle in the ritual chamber will speed Their return.



The Ninth Angle: (color unknown) Consciousness

Larasada ebonai grakta nefth

Zenik noch Uoon' kalool Cthulhu

Infaerna rai' hatquroon abatae deth' kasheen

Orak zda dobitza tairoo

Navarosa ebenjarahk tora nai' thestai

Meek aye thasa' ebbtae Nicoron asht

BeshtoNATH ibsahn orroat kafjith

Sooprune Zaj-gagahmek

Ivameda Yog Sothoth vauaahe est

Rahminsigh

XVIII.



This is the official Cult of Cthulhu pendant. These amulets are made of pewter and measure 3" in diameter. If you would like to order one, then please send a money order of \$35 plus \$5 shipping/handling (inside the USA) to this address:

Darrick Dishaw
Aberdeen Office
437 W. Gorham St.
Madison, WI 53703

About the author

High Priest Venger Satanis, also known as, Darrick David Dishaw was born on November 25th, 1974. From his first days, he gravitated towards monsters, demons, aliens, and wizardry. As he began to mature, Darrick was drawn to mysterious concepts such as 'who are we?' and 'why are we here?' Throughout his life, he proceeded to discover those answers for himself.

Around the age 12, he found The Best of H.P. Lovecraft in a bookstore during the Halloween season. There was something in those stories which spoke to him on a deeper level, far below this world of plastic misery and boredom. It wasn't long before he began to play the Call of Cthulhu roleplaying game and read the Satanic volumes of Anton Szandor LaVey.

Taking an English degree from Madison Wisconsin's Edgewood College in the summer of 1998, Darrick agreed to join the family real estate business which soon flourished under his management... and always with the aid of dark forces.

Today he lives in his home town of Sun Prairie, WI. The Cult of Cthulhu High Priest waits for the Old Ones to return as he gathers new and warped souls for the faith. Meanwhile, he writes, paints, and studies all manner of forbidden things.

Please visit the CoC website: www.CultofCthulhu.net



